



SYLTARE

WHITE PAPER v1.0.1



The resonance of all worlds in space and time.

If one can imagine it,
it exists.

BS (Before Stroke)

Individual worlds that exist in their own singularities, SYLS.
The SYL that we live in holds our universe, our Earth.

Magic and dragons are commonplace in other SYLS
while in some, ghosts and spirits might roam about.
These countless SYLS have coexisted separate from one another.

Referred to by some aware of its existence as the multiverse or a parallel universe,
the worlds outside of ours had never overlapped or interfered.
Until the 'STROKE', that is.

AR(After Resonance)

At one point in time, all SYLS began to resonate at once as if someone had strummed a cosmic harp.

As for who or what had caused this first 'STROKE', as people began to call it, no one was sure.

SYLS of Nordic myths, Korean folklore, fantasies, ancient mythologies and every other world imaginable began to resonate in unison.

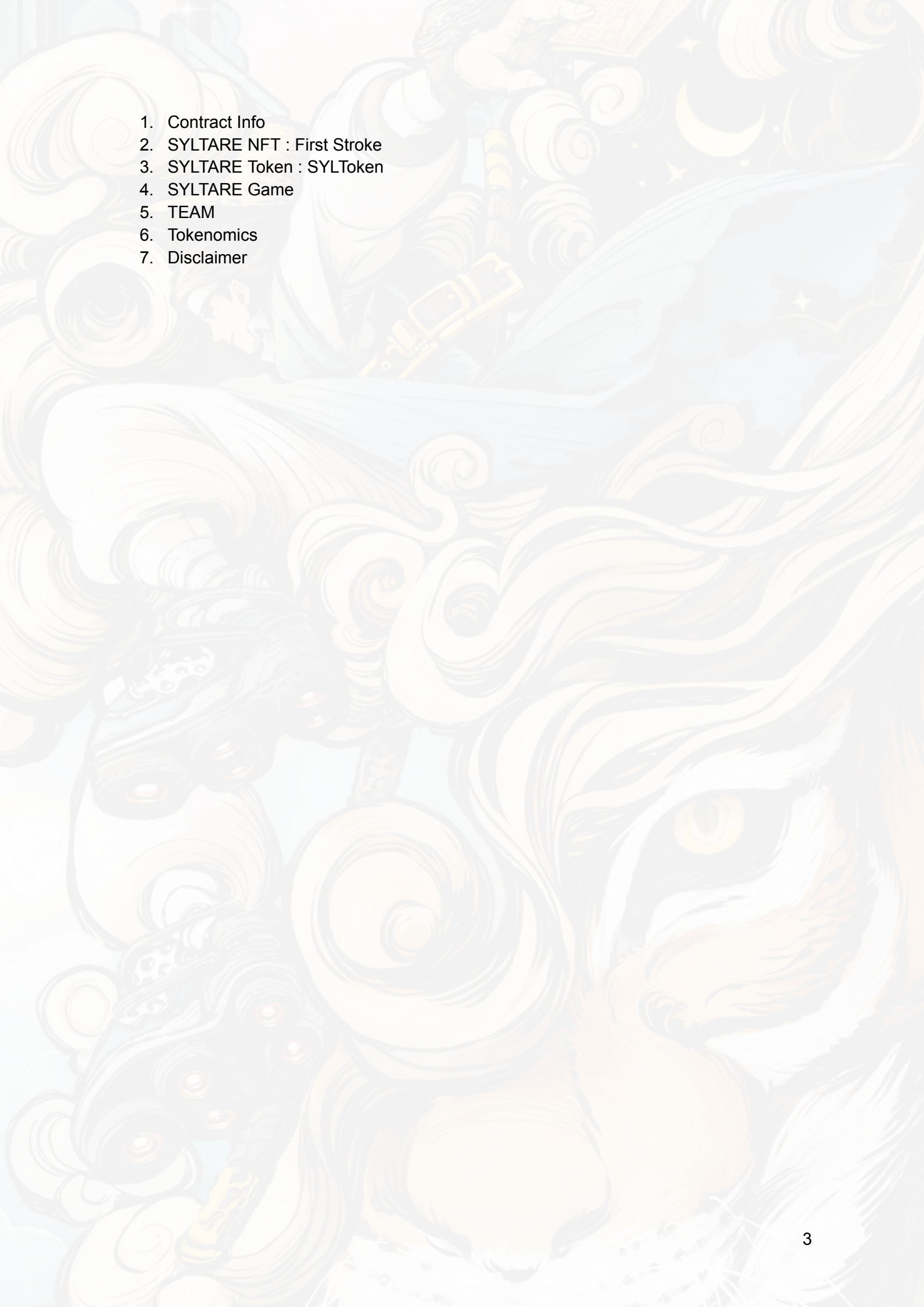
Inconceivably, SYLS began to overlap and manifest in other worlds.

As time went by, more and more SYLS began to exist in the same space that people began to call SYLTARE.

Every STROKE after the first meant more worlds were connecting and resonating as one.

Who would win in a battle? General Lee Sun-Shin or Alexander the Great? What if Robin Hood had existed in a world with Pikachu?

Build your own SYL-TARE with SYL CARDS as secrets of this new world await to be revealed.

- 
1. Contract Info
 2. SYLTARE NFT : First Stroke
 3. SYLTARE Token : SYLToken
 4. SYLTARE Game
 5. TEAM
 6. Tokenomics
 7. Disclaimer

SYLTARE Contract Info

SYLTARE NFT

Chain	Ethereum
Token Type	ERC-721
Contract Address	0xff80bd43e3f0e414afc70cb8ac1d3f0e6a303a2f
Total Supply	10,000

SYLTARE Token

Chain	Ethereum
Token Type	ERC-20
Contract Address	0x92925Acf2771Bc59143228499f9610FE5176eb9C
Max Supply	100,000,000

SYLTARE NFT : First Stroke NFT

SYLTARE NFTs are used in the SYLTARE game and are also known as First Stroke NFTs, Second Stroke NFTs and Third stroke NFTs and so forth according to the release date. This whitepaper will contain information regarding just the First Stroke.

The First Stroke is a collection of 10,000 NFTs and each NFT is differentiated by 12 attributes. Some attributes¹ are used directly in-game while others also might be in the future.

1. NFT Attributes

1. Rarity *

There are 4 different rarity types, Common, Rare, Super Rare, and Legendary. The quantities of each are as follows.

Rarity	Quantity
Common	5,000
Rare	3,600
Super Rare	1,200
Legendary	200

2. Attack *

Each NFT has Attack points that determine how much damage the card may deal in-game. Attack points are integers and cannot be higher or lower than the predetermined range of its rarity. Distribution along the range follows the normal distribution and the ranges of each rarity are as follows.

Rarity	Attack Range (Min ~ Max)
Common	30 ~ 50
Rare	40 ~ 60
Super Rare	50 ~ 70
Legendary	60 ~ 80

3. Health Point *

Each NFT is given HP that allows them to endure attacks in-game. Health points are

¹ Indicated with an asterisk (*)

integers and cannot be higher or lower than the predetermined range of its rarity. Distribution along the range follows the normal distribution and the ranges of each rarity are as follows.

Rarity	HP Range (Min ~ Max)
Common	190 ~ 230
Rare	210 ~ 250
Super Rare	230 ~ 270
Legendary	270 ~ 310

4. Background

There are 6 types of backgrounds and are as follows. Detailed pictures can be found on page 14.

Background	Quantity
Mountain	2,930
Birds	2,890
Clouds	2,222
Trees	1,600
City	270
Space	88

5. Character

The First Stroke contains 33 characters that represent Korea and its culture. Each character and its quantity and rarity are as follows. Detailed character descriptions can be found on page 15.

Name	Quantity	Rarity
The Three-Legged Crow	603	Common
Dokebi	555	Common
Clown	528	Common
The Headswoman	527	Common
(Korean) Shaman	473	Common
The Tiger	471	Common

Corrupt Official	470	Common
Sergeant (days before discharge)	466	Common
The Ringmaster	455	Common
The Common Demon	452	Common
The Grim Reaper	444 ²	Rare
Human-Faced Bird	422	Rare
Young-Hee	388	Rare
Master Monk Sa-Myung	374	Rare
Mountain Deity	362	Rare
Jang-Hwa & Hong-Ryun	353	Rare
Undercover Royal Agent	332	Rare
Haetae	320	Rare
Shim-Chung	304	Rare
Gaksi Mask	301	Rare
The Common Mutt	183	Super Rare
Jang Yeong-Sil	181	Super Rare
Gung-Ye	177	Super Rare
Jeon Woo-Chi	158	Super Rare
Chuck Joon-Gyung	145	Super Rare
Queen Seon-Deok	133	Super Rare
Mir	122	Super Rare
The Nine-Tailed Fox	101	Super Rare
Dan-Goon	61	Legendary
King Yeomra	49	Legendary
Samsin	47	Legendary
Hong Gil-Dong	31	Legendary
Lee Soon-Shin	12 ³	Legendary

² In many Eastern cultures, the number 4 signifies death, hence 444 Grim Reapers.

³ 12 is a number of relevance for the historical figure Lee Soon-Shin.

6. **Color**

Each NFT has blue, red, yellow, green, purple and black and white as its primary color and the quantities are as follows.

Color	Quantity
Red	2,494
Blue	2,222
Yellow	2,006
Purple	1,738
Green	937
Black and White	603

7. **Effect**

Animated elements that are added to the image. These are moving elements that for obvious reasons, won't be shown in this whitepaper.

Effect	Quantity
Shimmering	3,213
Shiny	3,213
Moving	3,213
All Effects	361

8. **Element**

A vital part of SYLTARE's in-game mechanics. Detailed descriptions can be found on page 32.

Element	Quantity
Water	3,220
Fire	2,460
Wind	2,222
Earth	2,000
Ether	98

9. **Mode**

Light mode and dark mode signify the color scheme of the description part of the NFT cards.

Mode	Quantity
Light	5,000
Dark	5,000

10. **Skill ***

A vital part of SYLTARE's in-game mechanics that affects the entire deck. Detailed descriptions can be found on page 34.

Skill	Quantity
Clinch	4,050
Genius	2,650
Counter	2,250
Shield	1,050

11. **Time of Day**

This signifies the time of day portrayed in the card's background. Detailed images can be found on page 14.

Time of Day	Quantity
Day	5,005
Night	3,007
Dawn	1,998

12. **Autograph**

Artist Ki-Bum Kim's autograph.

Autograph	Quantity
Not Autographed	9,963
Autographed	37

2. Sales

SYLTARE NFT sales were divided into 3 parts and details are as follows.

Type	Price per NFT	Quantity	Notes
Pre-Sale 1	200klay	1,000	Only MetaKongz ⁴ holders were eligible.
Pre-Sale 2	300klay	1,000	Only MetaKongz holders were eligible.
Public Sale	600klay -> 400klay	7,500	Was done as a dutch auction ⁵

update v1.0.1 : According to the API calls made, it took 0.8 seconds for all 9,500 NFTS to be sold.

Details for each sale are as follows.

1. Pre-Sale 1

The first pre-sale of 1,000 NFTs was first come first served. The price was set at 200 klay and only MetaKongz holders were whitelisted. Several contingencies were set in place to prevent bots from buying up a large chunk of the supply and they were as follows.

1. tx.origin and msg.sender equivalence

On the blockchain, tx.origin points to the latest caller and msg.sender points to the initial caller. If these two are not the same, it means that the initial caller asking to purchase is not the same as the latest caller. This points to the fact that a bot has interfered in the process.

2. Cool-time after purchase

If someone were to make multiple purchases, ordinarily, it would be normal for the second purchase to take place a few seconds after the first. However, if a bot were to make multiple purchases, it would be able to do so almost simultaneously. We made it so that any subsequent NFT purchase must take place 5 seconds⁶ after the initial purchase.

3. Limited purchase amount per block

We made it so that a maximum of 2 NFTs⁷ could be purchased per block on the blockchain to prevent a bot or anyone else from purchasing too many at once.

update v1.0.1 : Despite our efforts, 120NFTs were snatched up by bots during our 1st pre-sale. Hence, we sold non-transferable⁸ NFTs⁹ during our 2nd pre-sale so that we could manually pick out bot purchases before air-dropping the actual NFTs.

⁴ <https://opensea.io/collection/the-meta-kongz-klaytn>

⁵ The price of a dutch auction drops as time passes. Details can be found on the SYLTARE Youtube channel. (Detailed Explanation : <https://www.youtube.com/watch?v=Jj6FF0yofCo>)

⁶ Adjustable depending on community feedback.

⁷ Adjustable depending on community feedback .

⁸ The revert function was added within the transfer function in accordance with the ERC721 standard.

⁹ <https://opensea.io/collection/syltare-anti-bot>

2. **Pre-Sale 2**

The second public sale was also of 1,000 NFTs and also first come first served. The price was set at 300 klay and only MetaKongz holders were whitelisted like the first pre-sale. Anti-bot contingencies were taken as well.

3. **Public Sale - Dutch Auction**

The third and final sale was public and done as a dutch auction. Dutch auction is an auction where the price drops as time passes. The starting price was set at 600 klay and it dropped by 50 klay every 3 minutes until the price reached 400 klay.

The SYLTARE dutch auction also had a special twist. The price of an ordinary dutch auction would only go down; however, the SYLTARE dutch auction would increase the price by 1 klay every time a purchase was made. This would happen for every purchase with the maximum increase in price being 20 klay. The price would drop by 50 klay again when no purchases were made for 3 minutes.

This guaranteed that anyone who purchases our NFT would have purchased it for a lower price than any subsequent purchases for 3 minutes. This was a fun game element we decided to add to our minting process which let people know the direction our project was headed in.

The NFT sold during our 1st 2nd and 3rd sales were as follows and the attributes were not revealed at the time.




Unrevealed NFT

These cards would go through 2 reveal processes before turning into an in-game asset with all the attributes revealed.

The first reveal was done on a separate page¹⁰ and only the characters were revealed. The process was done with a VRF(Verifiable Random Function) so that no administrator could interfere in the process. If VRF use was not possible, the reveal would be done in a centralized but transparent process.

¹⁰ <https://reveal.syltare.com/>



The second reveal was done through a Metadata Update¹¹ where the holders didn't have to take any action. All 12 attributes were revealed at this time with the characters remaining the same from the 1st reveal.

¹¹ However, after the 1st reveal, a governance vote directed our project to the Ethereum chain and the second reveal process was done in conjunction with the migration.

3. Secondary Market

All the NFTs purchased through the aforementioned sales were all open for trade on the secondary market where anyone who missed out could make a purchase.

The secondary market of choice was Opensea and following the decentralized theme, the NFTs were also open to be listed on other NFT markets as well. The collection links on Opensea are as follows.

1. Unrevealed SYLTARE NFTs : <https://opensea.io/collection/syltare-official>
2. Partly Revealed NFTs : <https://opensea.io/collection/syltare-dawn-of-east-klaytn>
3. Fully Revealed NFTs : <https://opensea.io/collection/syltare-dawn-of-east>

7.5% of all secondary sales are royalty for the company and all transactions were in accordance with the marketplace rules.

update v1.0.1 : after the 1st reveal, a governance vote directed our project to the Ethereum chain and the second reveal process was done in conjunction with the migration. This is still being done at <https://bridge.by-syl.com/>

4. Background & Time of Day

Backgrounds (Mountain, Birds, Cloud, Trees, City, Space) and Time of Day (Day, Night, Dawn) combine to make one image. 18 finalized images that are combinations such as “Mountain x Day” and “Mountain x Night” are as follows.

1. Day.

In order, Mountain, Birds, Cloud, Trees, City, Space.



2. Night.

In order, Mountain, Birds, Cloud, Trees, City, Space.



3. Dawn.

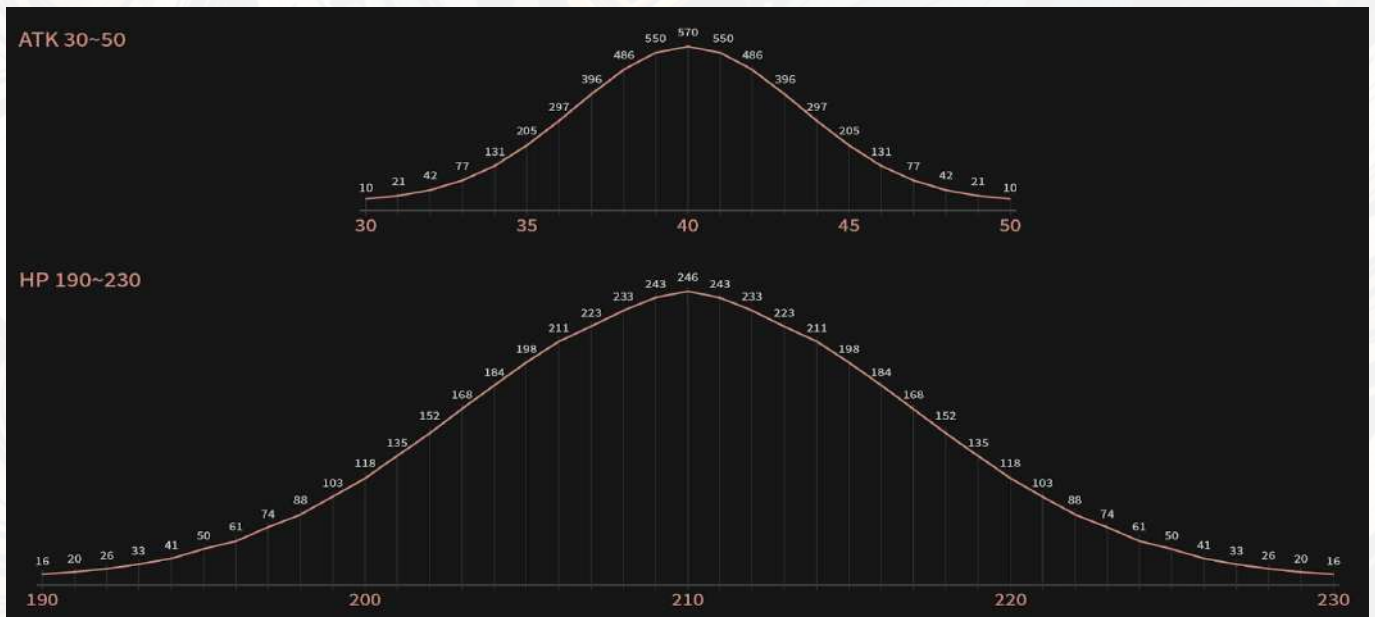
In order, Mountain, Birds, Cloud, Trees, City, Space.



5. Characters

Common Characters

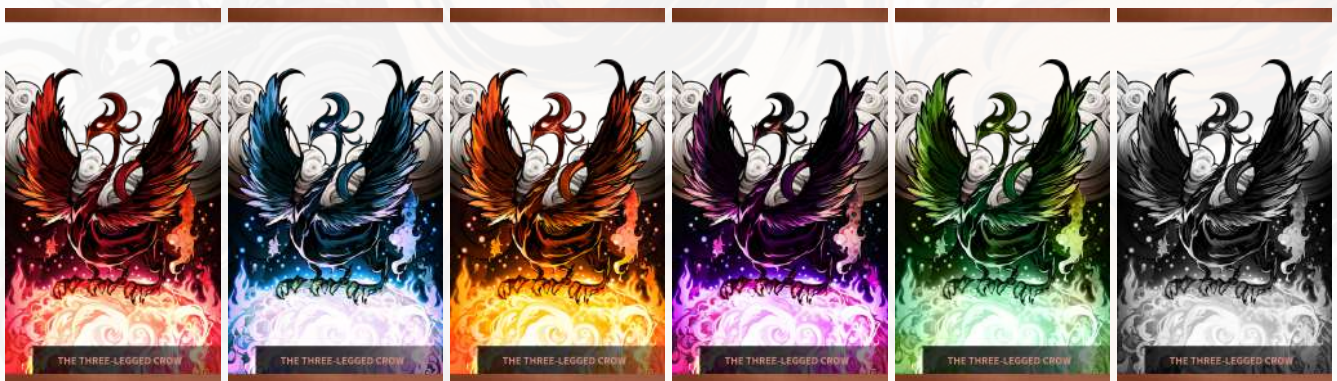
The Three-Legged Crow, Dokebi, Clown, The Headswoman, (Korean) Shaman, Corrupt Official, The Tiger, Sergeant (days before discharge), The Ringmaster and the Common Demon make up SYLTARE's 5,000 most common cards. These cards have an attack range of 30 to 50 and HP range of 190 to 230. The distribution of these stats are as follows.



Character descriptions are as follows (Pictures portray the Color attributes Red, Blue, Yellow, Purple, Green, Black and White in order.)

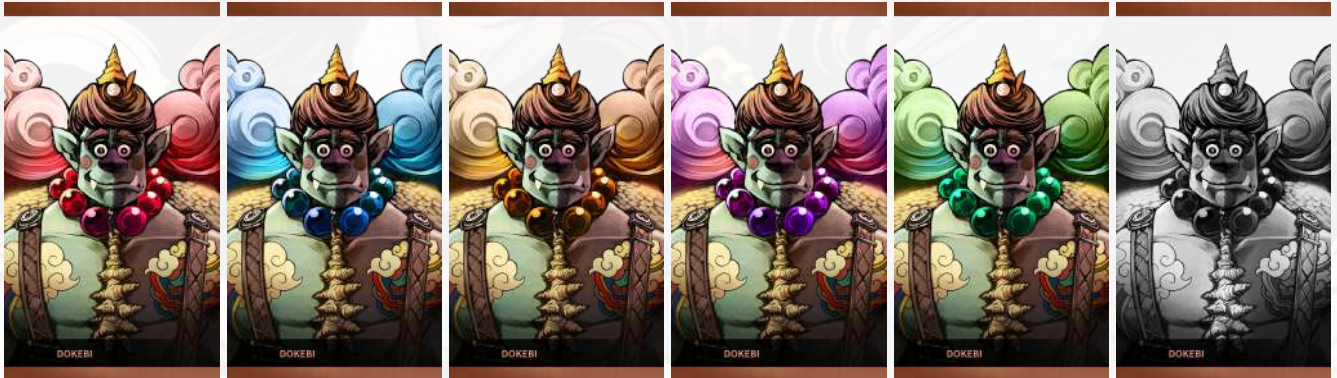
1. The Three-Legged Crow : A divine crow that signals another forthcoming resonance.

Known to reside among the flames of the great Sun, the three-legged bird's cries are the portent of an imminent stroke. Could it be the messenger of the mighty being that caused the stroke?



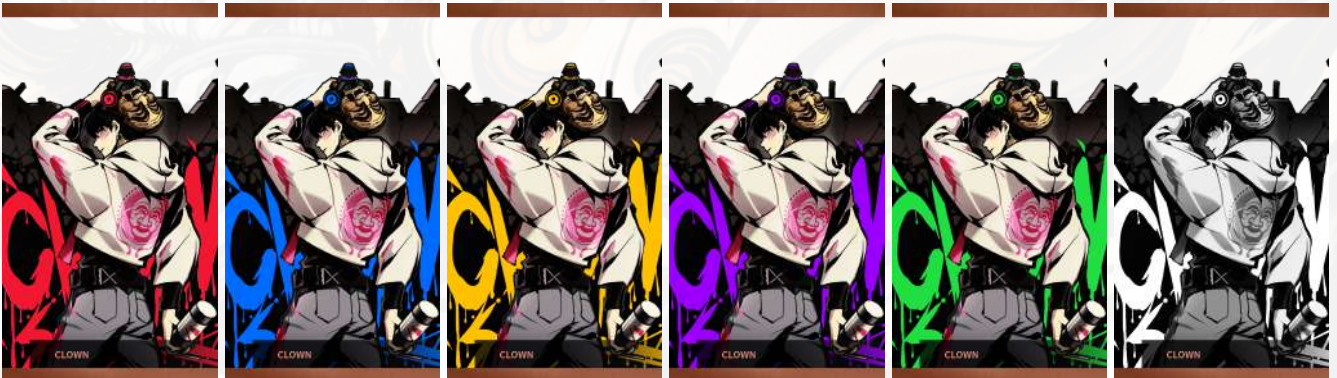
2. **Dokebi : Childlike spirits with extraordinary strength.**

Dokebies are powerful yet playful beings that loathe violence. Ancient artifacts or natural phenomenons such as thunder, lightning and whirlwinds sometimes turn into Dokebies. They live to laugh but have lost all reasons to do so for a long time.



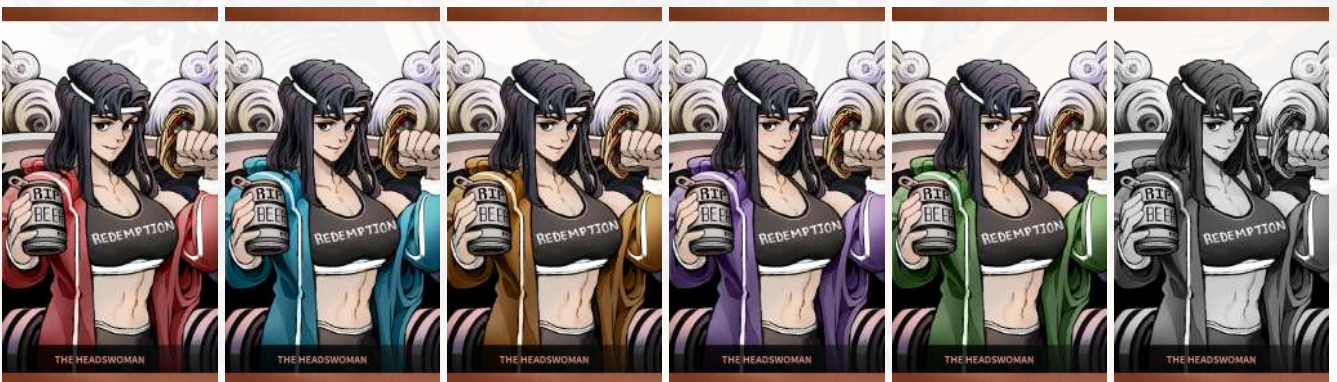
3. **Clown : Exists for the sole purpose of making others smile.**

Clowns hide their sadness by dancing. They provide laughter to the weary by belittling themselves as the strong and the weak are equal in laughter.



4. **The Headswoman : The sad executioner.**

The sinner who takes the heads of others who have sinned. She prolongs her life by taking it from others. Having to take lives, she carries great pain which she drowns in alcohol.



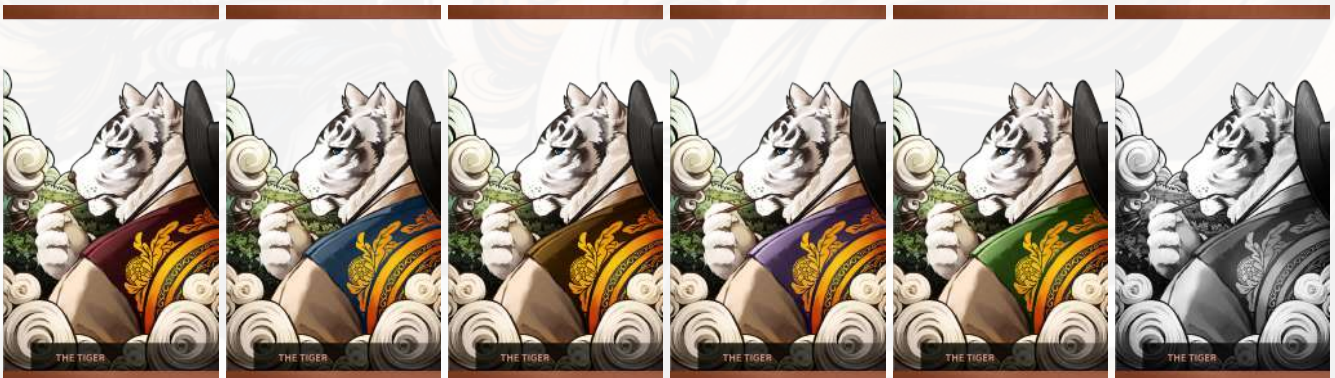
5. **(Korean) Shaman : A vessel of the gods.**

Crafter of charms and capable of seeing the future, she is a shaman. Once chosen by the gods, she is powerless to resist. Her power makes her omniscient but at the cost of her happiness.



6. **The Tiger : Feared, respected and lonely.**

It rules over the mountain in which it lives; hence, the nickname 'The Protector of the Mountain'. In the mountains after dark, if you come to face two flames glaring at you, know you're in the presence of the protector.



7. **Corrupt Official : Leverages the pain of others to climb the social ladder.**

Believing that life is short, he is a corrupt public official who only values power, money, and immediate gratification. This figure of authority only has eyes for whatever profit he may make at any given moment.



8. **Sergeant (days before discharge) : Absolute power in its final days.**

A once powerful being that has seen it all; however, his heart is no longer in it and his body grows weaker by the second as his power returns to nothingness.



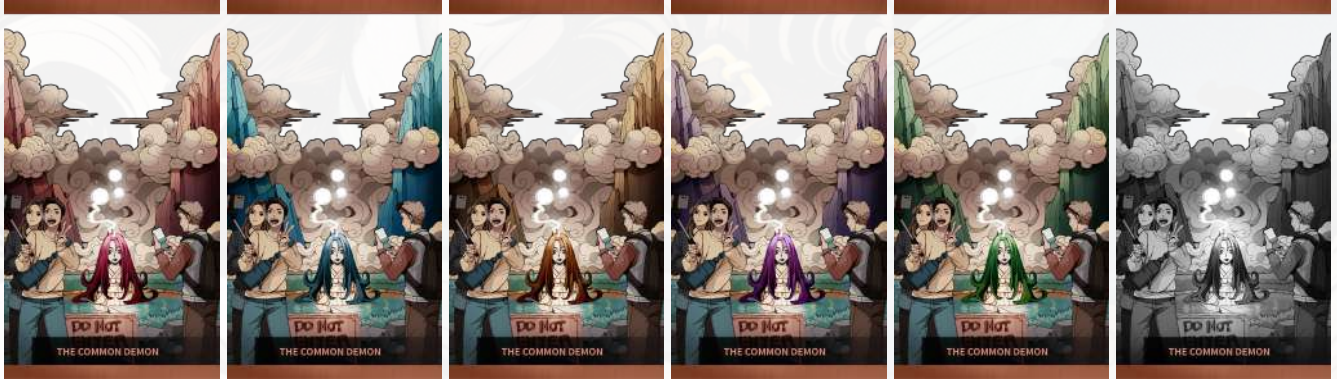
9. **The Ringmaster : The leader of a wandering circus troupe.**

This leader of the wandering circus troupe, Namsadang, is not afraid to get his hands dirty if it means protecting and ruling over his group of wanderers.



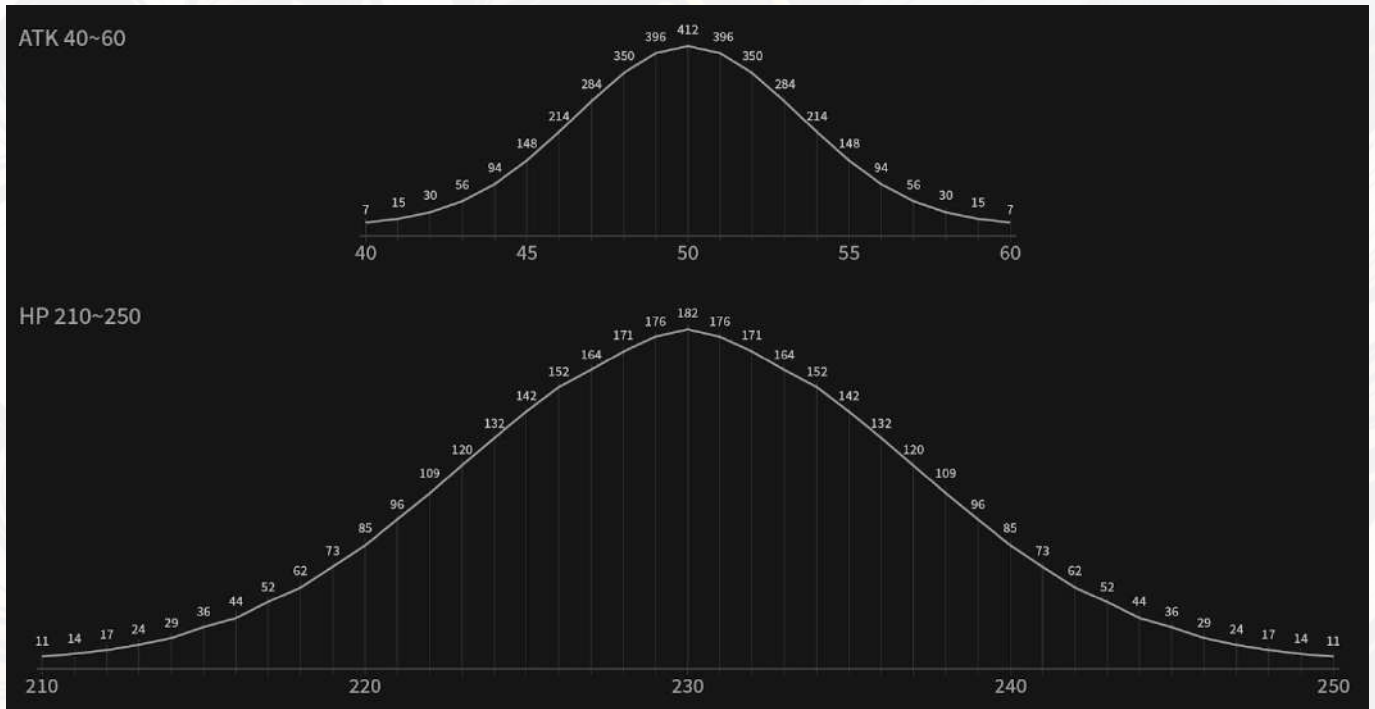
10. The Common Demon : Trivial but ubiquitous seeds of evil.

The common demon refers to all ghosts and spirits with unfinished businesses. They have no recollection of who they are and are therefore trapped in a place they no longer belong in.



Rare Characters

SYLTARE's 3,600 cards are rare characters, The Grim Reaper, Human-Faced Bird, Young-Hee, Master Monk Sa-Myung, Mountain Deity, Jang-Hwa & Hong-Ryun, Undercover Royal Agent, Haetae, Shim-Chung, and Gaksi Mask. These cards have an attack range of 40 to 60 and a HP range of 210 to 250. The distribution is as follows.



Character descriptions are as follows.

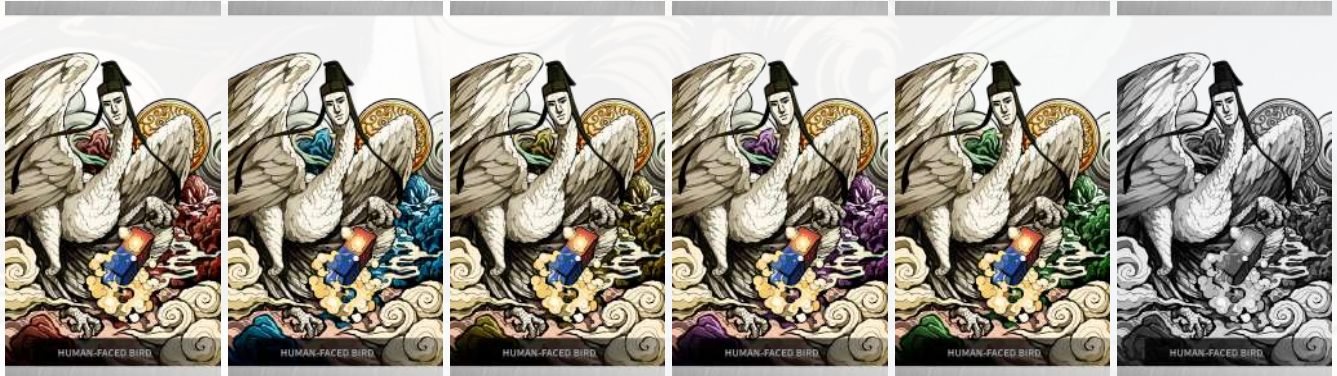
1. The Grim Reaper : Your guide into another world.

The first being you'll meet at your life's end. He is a friend to the dead but feared by the living. Having taken the hippocratic oath, he used to help patients cling onto life but after acknowledging the inevitability of death, he decides to help others accept it.



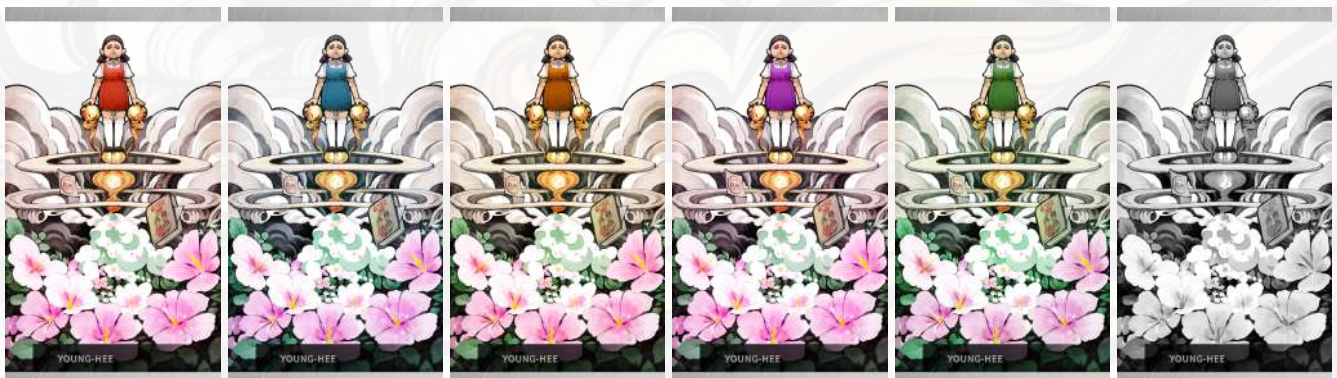
2. **Human-Faced Bird : Your partner in reincarnation.**

A legendary bird with a human face that wears a hat of a guru. It is said that those who die having learned the meaning of life is guided to paradise by this great bird.



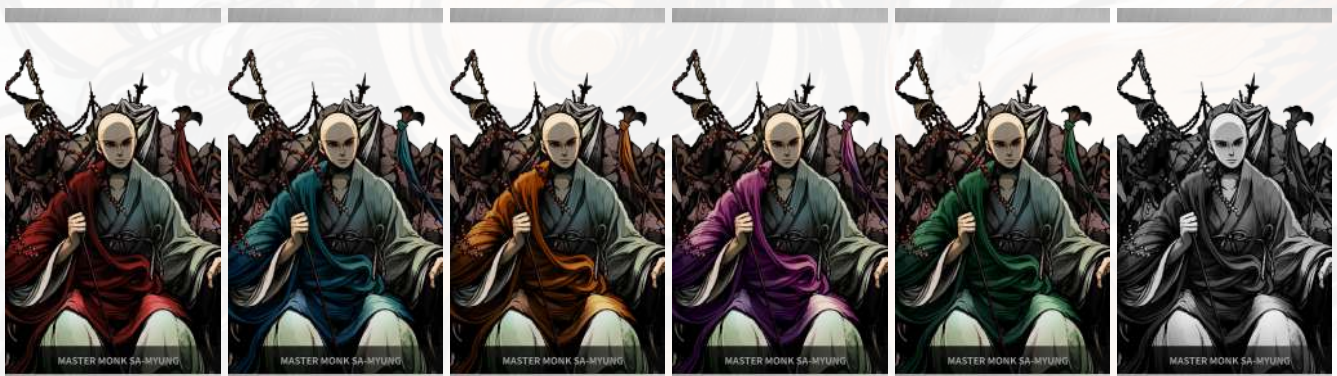
3. **Young-Hee : Evil disguised as innocence.**

A demon-eyed girl and the ultimate authority in a game of Red light, Green light. She punishes any and all that act out of line.



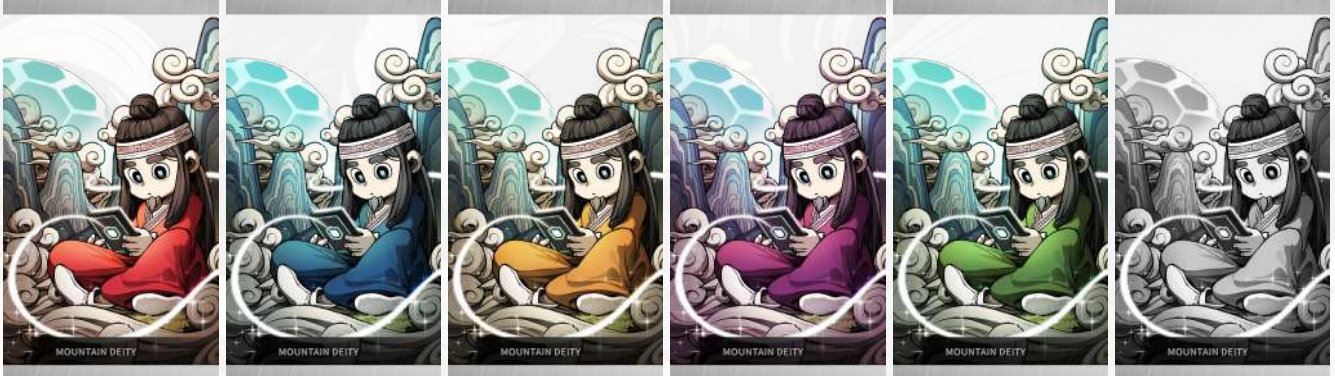
4. **Master Monk Sa-Myung : The monk who sacrificed his beliefs for the greater good.**

A legendary member of the militia of the Josun Dynasty who had to take lives to save them.



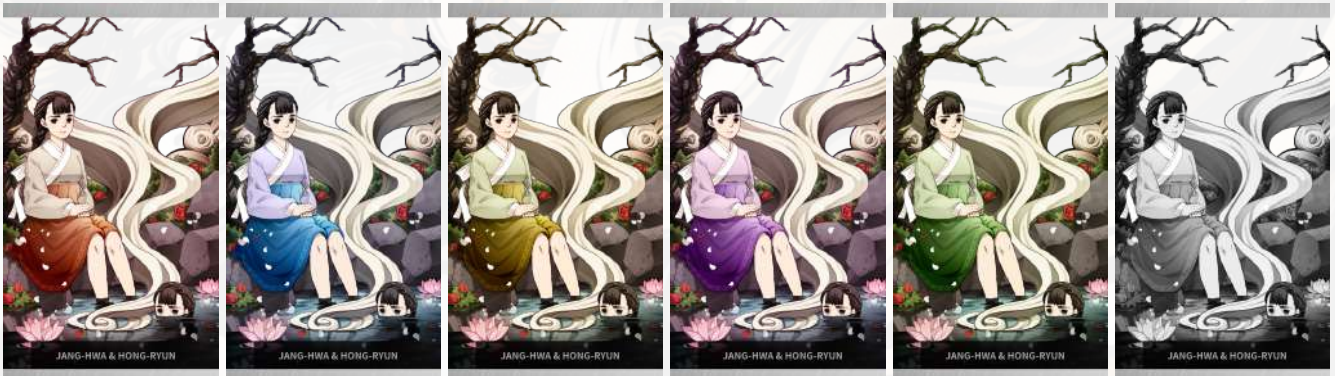
5. **Mountain Deity : The god who chose to remain on land.**

An old man comes to understand the meaning of life. Upon death, he is given a choice between staying behind and leaving everything behind. He decides to stay to protect those that are left behind.



6. **Jang-Hwa & Hong-Ryun : Separate in death but together in revenge.**

They scared the life out of all who crossed paths with them but all they ever wanted was someone to lend them a sympathetic ear. More often than not, saving a life begins with listening.



7. **Undercover Royal Agent : Power shrouded in modesty.**

Under the King's orders, she goes undercover to uncover corrupt officials. Her official seal allows her to draw powers from a higher dimension. Just know, the modest looking person you ran into on the streets might've been an undercover agent.



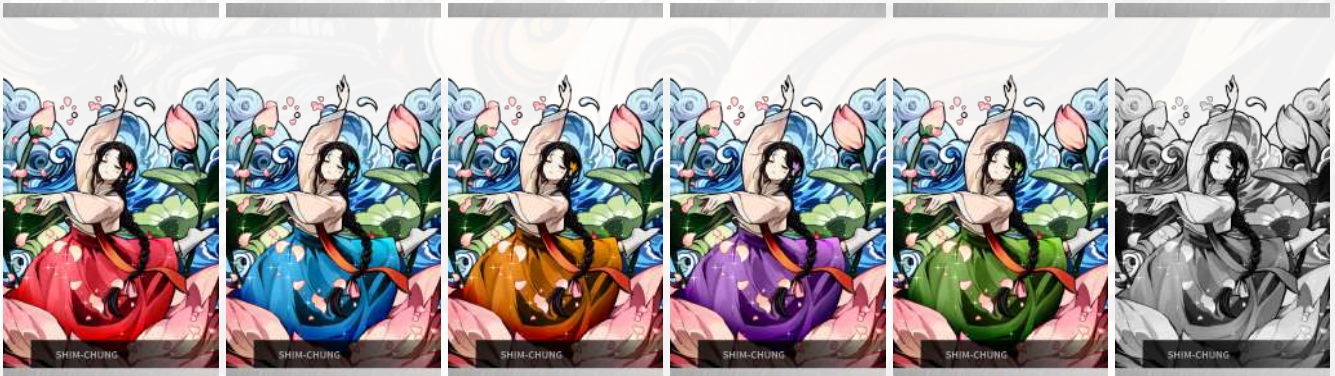
8. **Haetae : A mythical beast that appears during unruly times.**

A legendary four legged creature with clouds around its neck. If you're just, don't be afraid as it only punishes the wicked.



9. **Shim-Chung : The girl who moved the God of the Ocean.**

A young girl who sacrificed herself for her blind father. To protect a loved one, the only option left for the powerless is often self-sacrifice but such acts don't often go unnoticed by the gods.



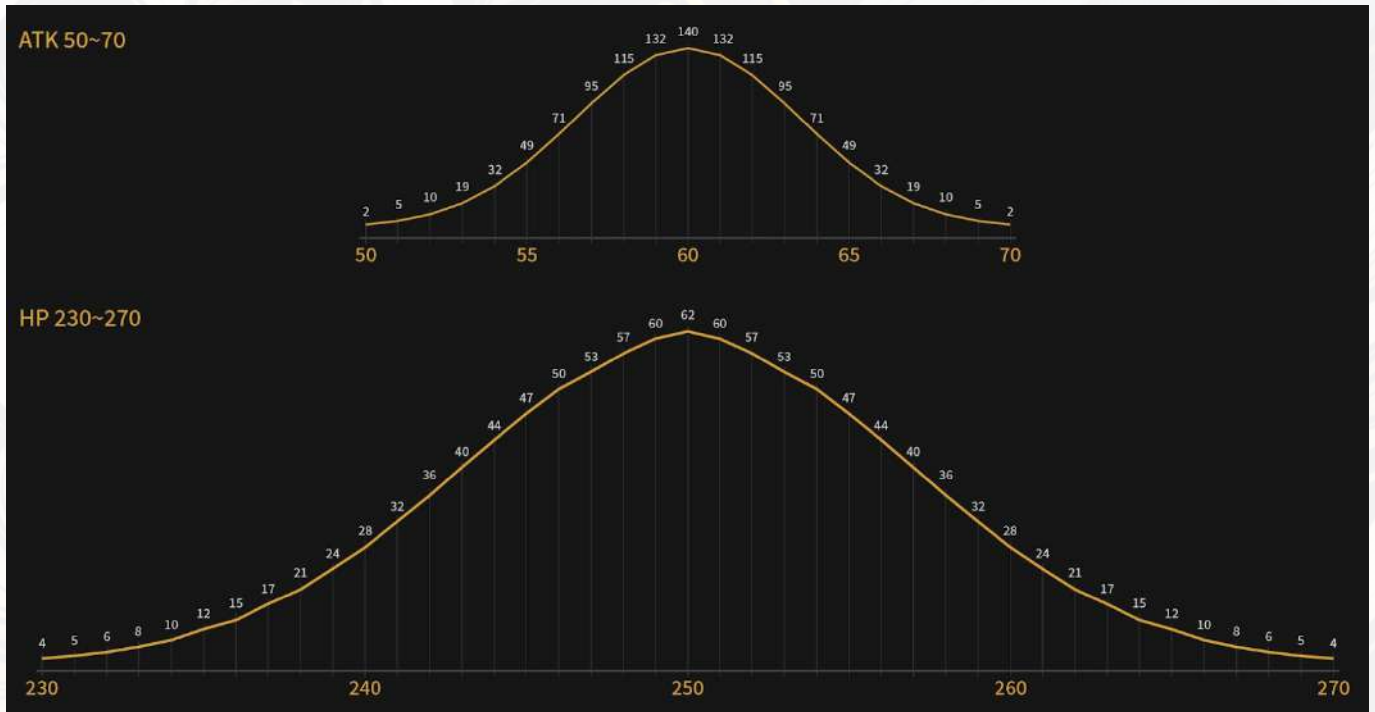
10. **Gaksi Mask : The masked hero and the defender of the weak.**

He continues to fight a lonely battle for his people. He doesn't yearn fame nor does he expect anything in return which is why he hides his face behind a mask.



Super Rare Characters

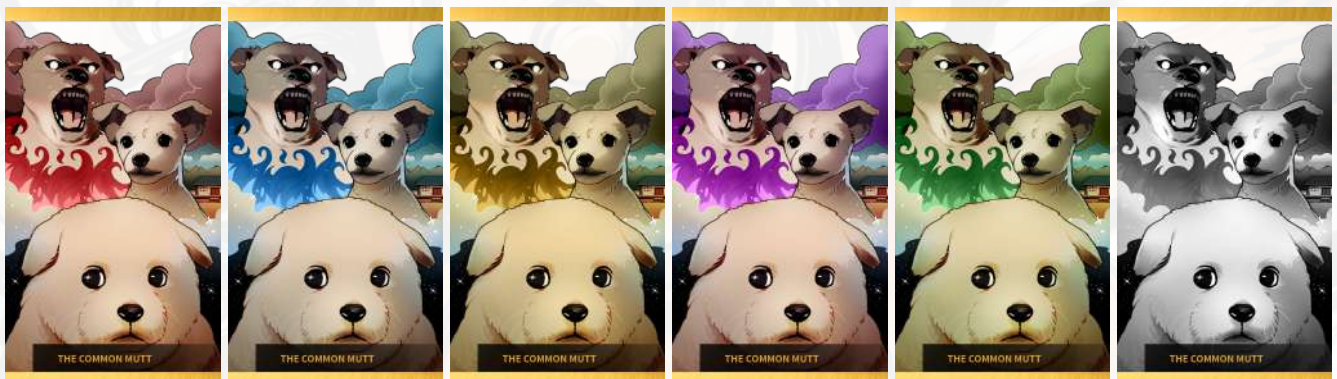
SYLTARE's 1,200 cards are super rare characters, The Common Mutt, Jang Yeong-Sil, Gung-Ye, Jeon Woo-Chi, Chuck Joon-Gyung, Queen Seon-Deok, Mir, and the Nine-Tailed Fox. These cards have an attack range of 50 to 70 and a HP range of 230-270. The distribution is as follows.



Character descriptions are as follows.

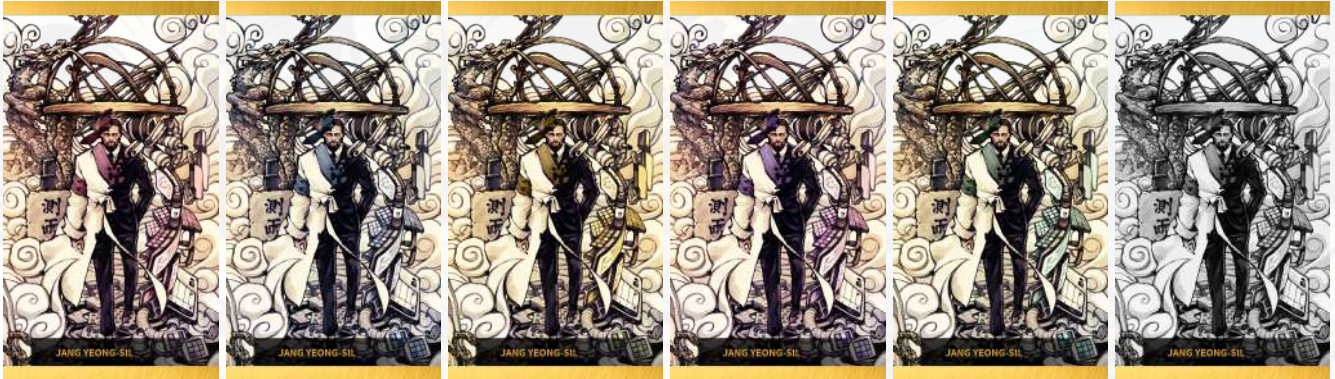
1. The Common Mutt : The canine king, born into a world of chaos.

A common mutt easily found on the streets of Korea. In the world of SYLTARE where many universes resonate in unison, a pure blood line is but a mere illusion. Born into the chaos that is the streets, he has become the symbol of viability.



2. **Jang Yeong-Sil : The genius who knows no limits.**

A genius of the early Joseon Dynasty. Being an inventor, engineer and a scientist, his genius was only limited by the technology of his time. The stroke set him free of his only limitation allowing him to venture past the Joseon Dynasty and use the entire universe as his workbench.



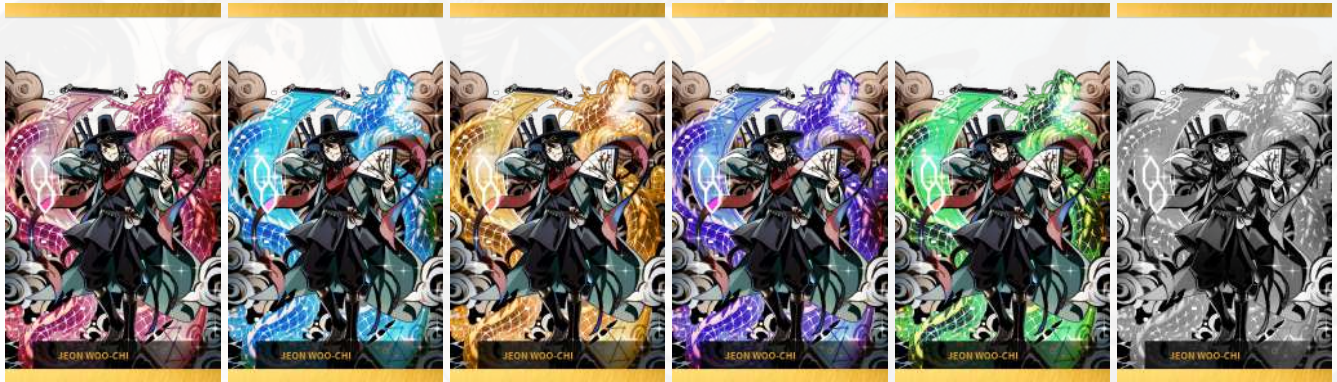
3. **Gung-Ye : The fallen saint.**

A monk and a fallen ruler who had appeared 1,000 years ago amid the chaotic times nearing the end of the Silla Dynasty. While everyone wished to become a king, he dared to become a god. His overrated self belief and intense disbelief towards the world led to his downfall. It was his imperfect insight into the universe that led him to his fall, but the stroke opens up new possibilities for his fate.



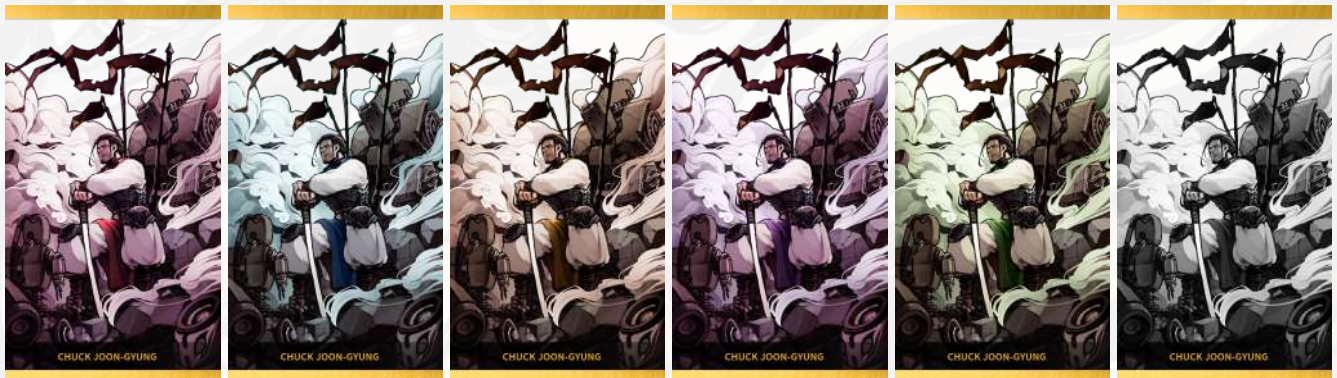
4. **Jeon Woo-Chi : The guru who tricked the world... and now the entire universe!**

He is a street magician turned guru of the Chosun Dynasty. The world didn't believe in him but he sure did. He had the power to change the world but being a jokester, he decided to trick the world instead. Being a master of disguise and magic, he often created clones of himself. His death was the direct result of messing with powerful people but upon opening up his coffin, no body was to be found.



5. **Chuck Joon-Gyung : The swordsman that could split mountains and oceans.**

He is known to have been the greatest swordsman Korea has ever seen. He seized an entire castle by his lonesome. Revered by many as the God of War, his strength surpassed that of all humans. Just like how a sword is used is determined by whoever wields it, he is a traitor to some and a hero to others. Who will he become in the world after the stroke?



6. **Queen Seon-Deok : The monarch who aligned the will of the stars and the land.**

Her adolescent days are shrouded in mystery. Strong-willed and wise, she became the Queen of Silla. Not only was she the first Queen of Southeast Asia, but she also built the Cheomseong Observatory so that everyone could gaze upon the stars. She proved herself to the world her entire life but her life came to an end under mysterious circumstances. Perhaps, she is one of the very few who understands the multiplicity of SYLTARE after the stroke.



7. **Mir : A trickle that went on to become a river among the stars.**

Dragons are prominent in most cultures but unlike the dragons of most western cultures that are born into power, Mir started off as a lowly creature. Only through intense training of the mind and the body, it was able to become the legend it is today. Most dragons of western cultures are feared and often hunted but Mir is revered by all those who believe that the sky is the limit. It holds a pearl in its mouth that symbolizes the long period of hardship it had to endure. Many also believe that Mir's roar that echoes through the galaxy is symbolic of the resonance of SYLs.



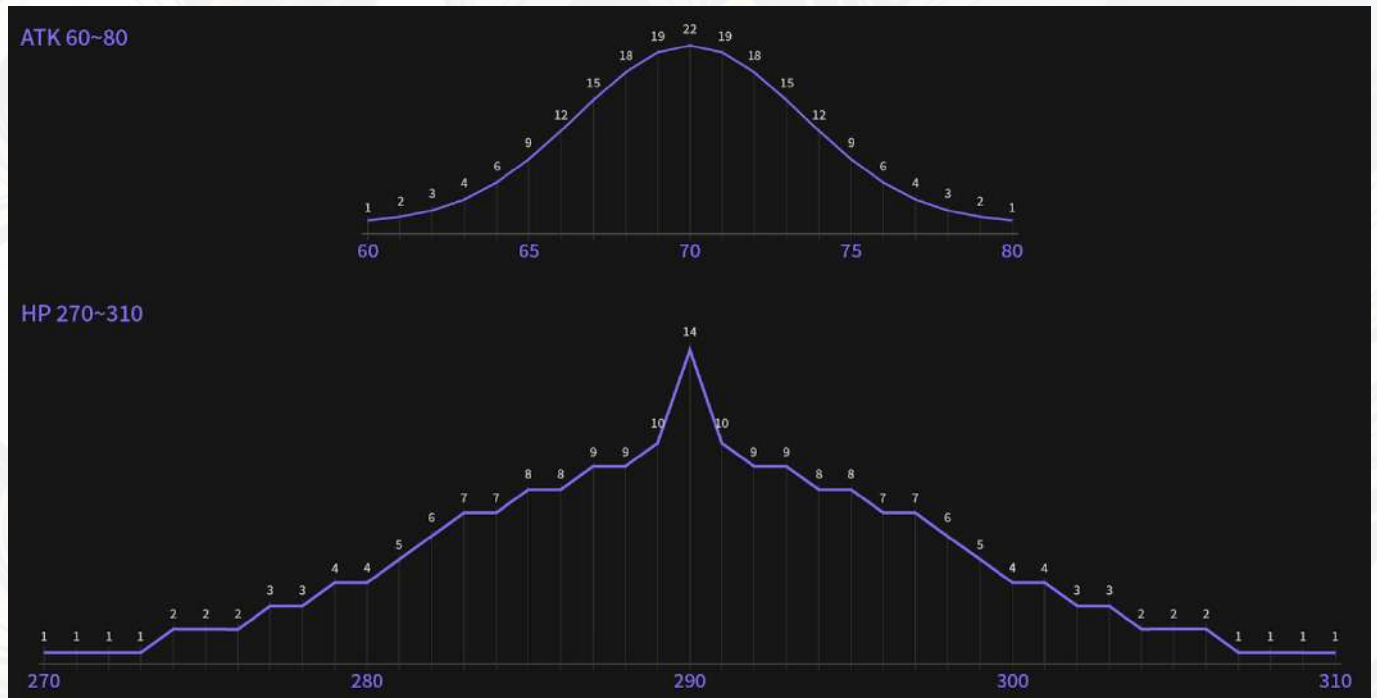
8. **The Nine-Tailed Fox : Captivating and yet, with great sorrow.**

A fox with nine tails. Traces of her appear in various SYLs. Her endless desire to become something other than herself manifested itself into powers of transformation and captivation. While others dreamed of being special, she longed for a life as an ordinary human being. In a world entangled by strokes, what kind of existence would she yearn for?



Legendary Characters

The rarest cards in the SYLTARE collection. Dan-Goon, King Yeomra, Samsin, Hong Gil-Dong and Lee Soon-Shin all have an attack range of 60 to 80 and a HP range of 270 to 310. The distribution is as follows.

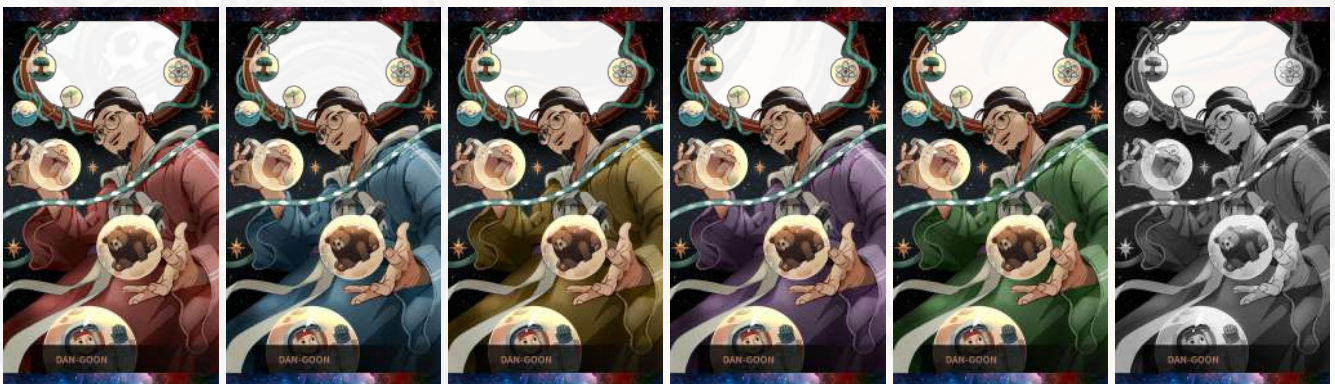


Character descriptions are as follows.

1. **Dan-Goon : One of the first dominants that predicted the coming of the stroke.**

Much came to light ever since universes began to resonate after the first stroke.

Many beings came into existence as a result and these beings came to be known as Dominants and they were the origins of many SYLs that exist today. Dan-Goon, the first ruler of the Korean peninsula, was one of them. He is the embodiment of all gods, humans and beasts and therefore symbolizes the resonance of all space and time.



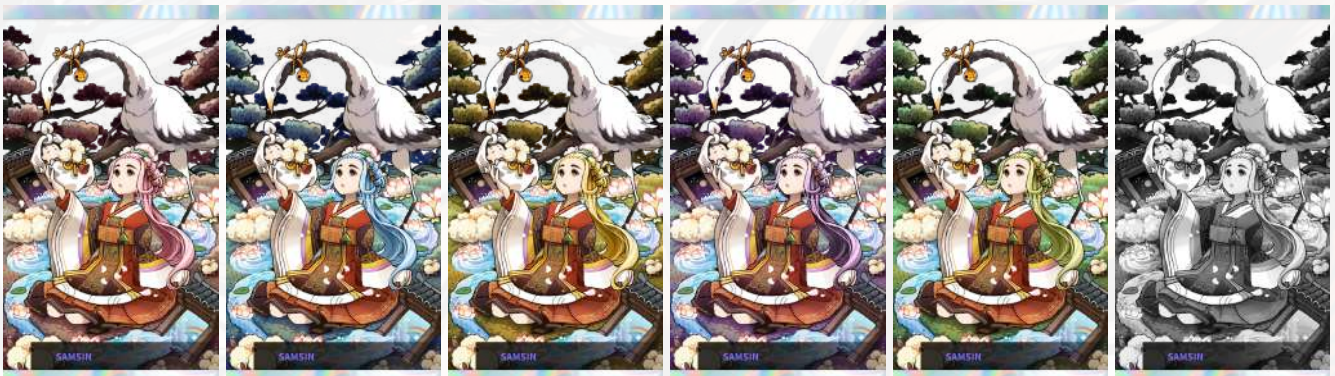
2. King Yeomra : The judge. Are you worthy?

He gazes down upon all living things as he is the king of the afterworld. He can take upon the image of a child or an elderly man. The stroke can provide new opportunities to some but fearing that the unworthy may end up causing chaos and not unity, he takes it upon himself to act as the guard between worlds. Whoever crosses into other worlds as a result of the stroke will have to prove that they are worthy to King Yeomra.



3. Samsin : The bridge between universes.

She gave up death to be in control of all that are born into the world. When a spirit is molded into the mind of a human, she places in an appropriate vessel. Souls that are reborn into existence are also at her mercy as she decides in which form it takes in the next life. Having been the bridge between life and the afterlife, she will most likely become the bridge between universes in the world of SYLTARE.



4. **Hong Gil-Dong : The man who created his own kingdom.**

Noble-born but denied his birthright for being a bastard, he decides to fight against his so-called destiny. He honed his skills in martial arts, magic, and tactics and gathered others to create 'Hwalbin-Dang' that was dedicated to helping the weak. He also founded the Yuldo Nation and fought to create a new and better world. If anyone is qualified to be entangled in SYLTARE, it's him.



5. **Lee Soon-Shin : A human that became the god of war.**

An admiral from the Chosun Dynasty who came to be known the greatest tactician in naval warfare in the history of mankind. Defeat was never an option for him as he commanded his fleets. He was revered as the god of war as he devised the legendary Turtle Ships and even used his own death as a tactical tool. He only needed 12 ships to steer the tide of war; what fleet will the universe bestow upon him now?



5.Elements

There are 5 elements in the game of SYLTARE.



Water



Fire



Wind



Earth



Ether

Each NFT card holds one of the 5 elements and each element holds an edge over one other element. This affects the 'damage' dealt for each card in-game which is a critical part of gameplay.

Water has an edge over fire, fire over wind, wind over earth and earth over water.

This also means that water is weakened by earth, earth by wind, wind by fire and fire by water.

*Water extinguishes fire,
fire raises wind,
wind chips away at earth,
and water springs up from the earth.*

- Jongbeom Lee, SYLTARE Creative Director -

The special element ether follows the following set of rules.

1. When an NFT card of the Ether element meets another card with the same rarity (common, rare, super rare, legendary), no elemental edge exists. This means that no element is strong or weak against Ether.
2. The same goes for when an NFT card of the Ether element meets a card of a lower rarity. No elemental edge exists.
3. An NFT card of the Ether element is strong against cards of higher rarities and cards of the higher rarities are weak against Ether cards of lower rarities.

The second rule makes it hard for Ether cards or higher rarities to lose against a card of a lower rarity and the third rule increases the chance of Ether cards of a lower rarity winning against a card of a higher rarity.

The Element Wheel looks like this.



The arrows indicate which elements are strong against which element and Ether in the middle follows the rules described above.

How these elemental strengths and weaknesses factor into the damage formula can be found on page 37, “SYLTARE Gameplay”

6. Skill

We suggest glancing over "SYLTARE Gameplay" on page 37 before covering this section.

There are 4 different leader skills in SYLTARE and they are as follows.

Clinch : Your card in Round 5 will receive a +5 attack and +10 HP bonus.

Genius : When Round 1 and Round 2 cards hold an elemental advantage, their attack, HP, and critical rate are increased by +5%

Counter : All your cards will have a 10% chance of dealing a critical hit if your opponent holds an elemental advantage.

Shield : All your cards will block the opponent's attack once if your HP drops below 10.

Any numerals listed above can be changed as data is accumulated through gameplay. For instance, if the skill Counter is deemed too advantageous, the chance of critical damage can be lowered from 10% to 7%.

Even with similar NFT cards, the tides of war can change dramatically depending on which leader skill is used.

SYLTARE Token: SYLToken

SYLTARE utilizes its own token, the SYLToken, and the max supply is set to 100,000,000.

The SYLToken Solidity code based on ERC20 on Ethereum is as follows.

```
// SPDX-License-Identifier: MIT pragma solidity ^0.8.4;

import "@openzeppelin/contracts/token/ERC20/ERC20.sol";
import "@openzeppelin/contracts/token/ERC20/extensions/ERC20Burnable.sol";
import "@openzeppelin/contracts/access/Ownable.sol";

contract SYLToken is ERC20, ERC20Burnable, Ownable {
    constructor() ERC20("SYLToken", "SYL") {
        _mint(msg.sender, 100000000 * 10 ** decimals());
    }
}
```

Our code follows the openzeppelin standard and it includes Ownable for administrative purposes and Burnable for token burning. There are no codes that allow the increase of the max supply and Owner in Ownable holds no function on the blockchain and exist solely for the purpose of indicating the administrative wallet.

Detailed Tokenomics can be found on page 52.

SYLTARE GAME



SYLTARE is a turn-based PvP Trading Card Game that involves quick calculations, strategy and mind-games.

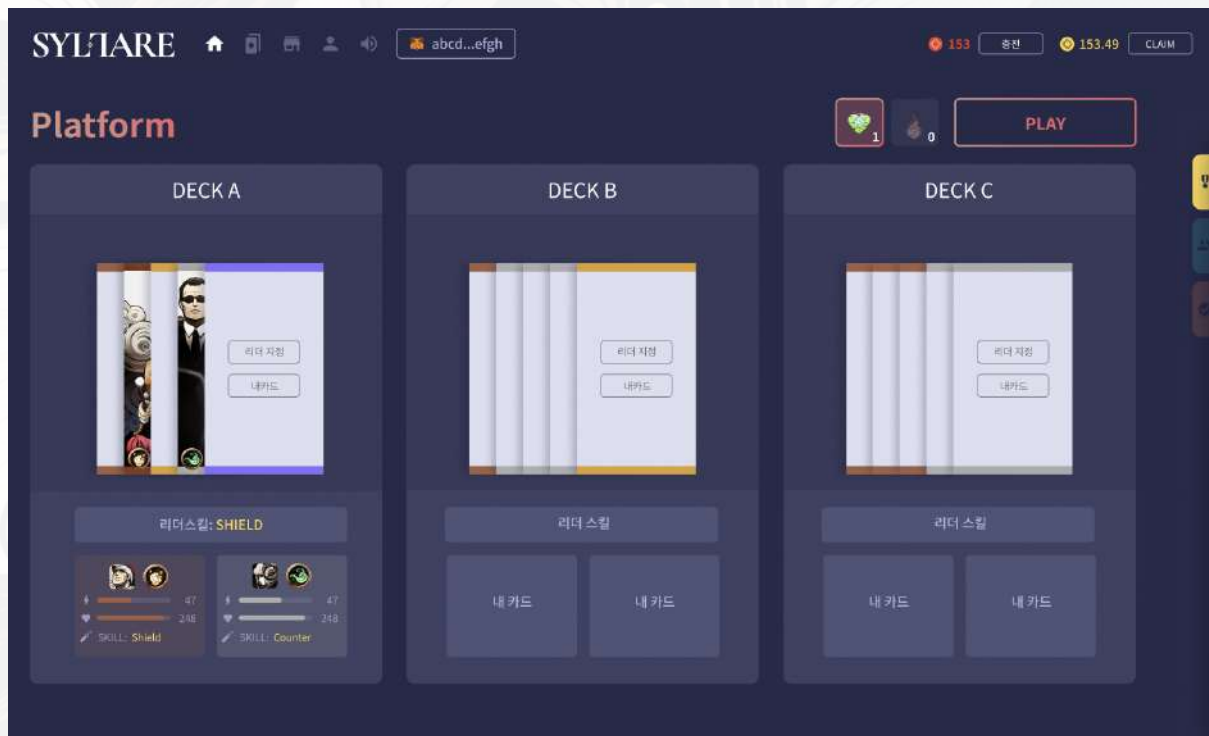
It's a web-based game that only requires a metamask wallet and no sign up is required as well. A SYLTARE NFT or SYLToken is not required to play the game but a SYLTARE NFT can be advantageous (Usage of Personal NFTs on page 43) while SYLTokens allow you to participate in various types of gameplay (Sit & Go Mode on page 44 and Tournament Mode on page 48).

Players use 5 NFT cards that are either owned or rented and must choose 1 card to present every round. Each round is an 1:1 battle and whoever is the first to win 3 rounds is the final winner of the match.

The winning player is awarded Karma Points and Rewards. These Rewards can be swapped for SYLTokens and put on the blockchain and Karma Points can be used to purchase in-game items or participate in Tournaments and Sit & Gos.

1. SYLTARE Gameplay

SYLTARE gameplay starts with receiving NFT cards. Players can obtain these cards on the open market¹² but even without NFT cards, they can borrow them to participate in gameplay. The way to rent cards is as follows.



When a player without any NFT cards press play on the main screen (The Platform), he or she will be given 5 random duplicate cards of actual staked NFT cards upon entering battle. Any and all rewards¹³ are shared between the owner of these staked cards and the actual players.

If you own your own NFT cards, you can fill up to 2 slots with them. This will allow you to gain a significant edge over any player with 5 random cards.

Players can also designate a leader skill¹⁴ on The Platform. These leader skills play a pivotal role in the outcome of the game and if you own your own NFT, you can designate that card as the leader as well. If no leader is chosen, the left-most card will automatically be designated.

The above can be repeated for all 3 decks¹⁵.

Once everything is ready, you can press play and look for an opponent to get into the actual gameplay.

¹² <https://opensea.io/collection/syltare-dawn-of-east>

¹³ Details of our Tokenomics can be found on page 52.

¹⁴ See page 34.

¹⁵ The deck patterns can be found on page 43.

Once you're matched with an opponent, you immediately move onto the "Coin Toss."



The Coin Toss

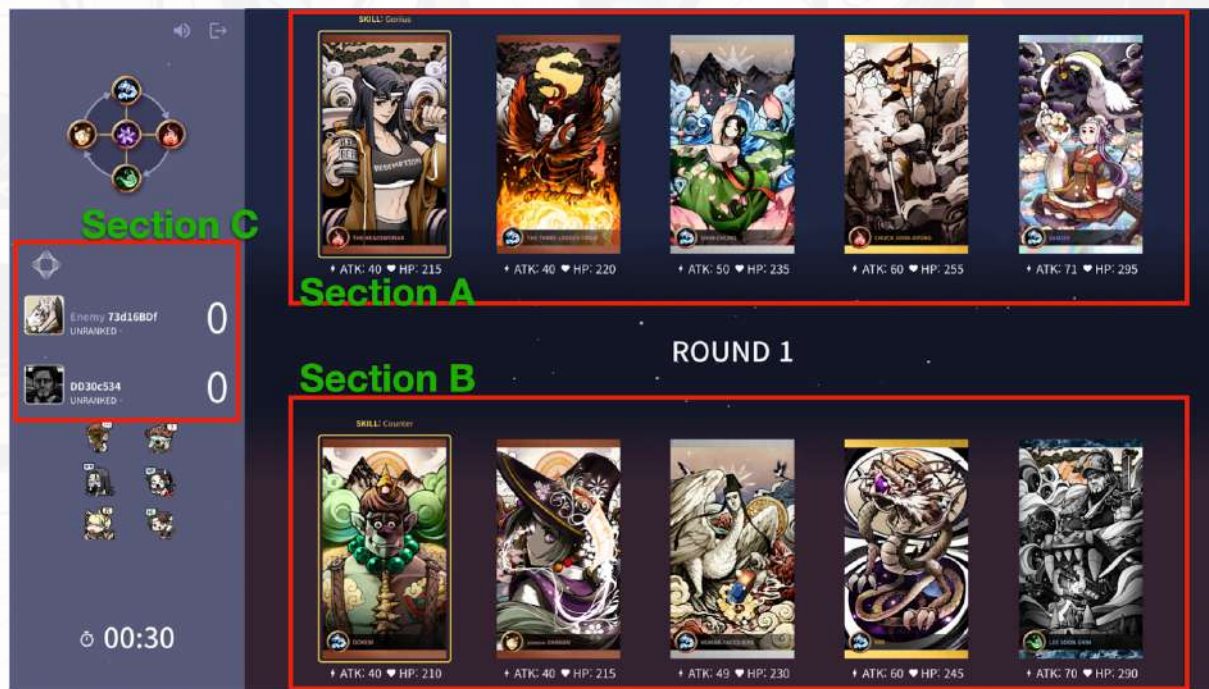
The Coin Toss determines which player is the first to attack in Round 1.

Each round of SYLTARE is a 1:1 match between 2 cards which means the first card to attack holds a significant edge.

Throughout the 5 rounds, the players take turns being the first to attack after the coin toss. This means that whoever wins the coin toss can be the first to attack in rounds 1, 3 and 5 while the player who loses the coin toss will be the first to attack in rounds 2 and 4. Coin toss awards one player a slight advantage in the game.

This is why a player who loses the coin toss can choose to use an item to redo the coin toss. Each player can only choose to do this once even if the result of the do-over is not favorable.

After the result of the coin toss is finalized, the following screen appears. This portion of the game will be explained in sections.



1. **Section A : The Opponent's Deck**

5 cards that your opponent either owns or has rented are displayed here. These NFT cards are slightly modified to be optimal for gameplay and the card selected as the leader is indicated with a yellow border.

2. **Section B : My Deck**

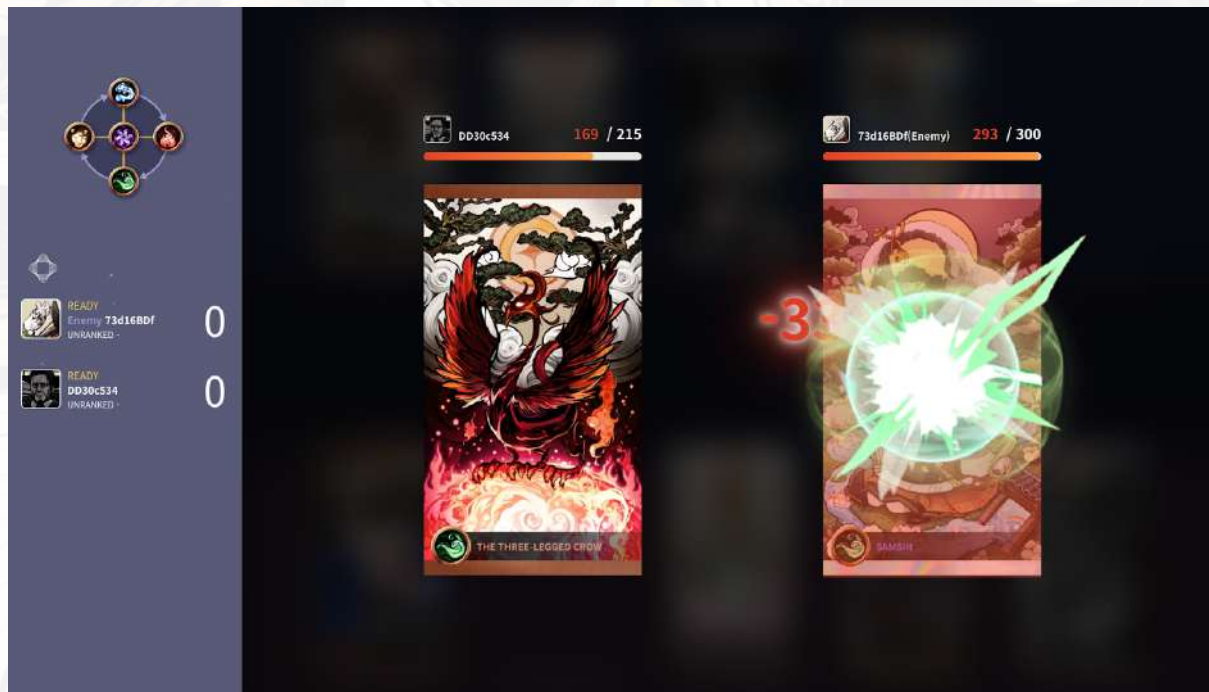
5 cards that either you own or have rented are displayed here. These NFT cards are slightly modified to be optimal for gameplay and the card selected as the leader is indicated with a yellow border.

3. **Section C : Game Information**

This section displays the opponents avatar on top and yours on the bottom. This portion of the screen also contains the scoreboard and the player that is first to attack by the white SYLTARE symbol. On the screen shown above, the opponent is displayed as the first to attack.

The card you choose from Section B will go up against the card of your opponent's choosing from Section A. If either player fails to choose a card within the time limit, the left-most card will automatically be chosen.

The NFT Card Battle process is as follows.



NFT Card Battle

The first player to attack will attack first. The damage dealt is calculated through 3 factors. 1) "*Randomized Damage*", 2) "*Elemental strengths and weaknesses*", 3) "*Critical Damage*" in order.

$$\text{Randomized Damage} = \text{Attack Point} \times \frac{15}{15 + RNG}$$

RNG is a randomized number between 0 and 10 and this means that for each attack, the damage ranges from 60% to 100% of a card's attack point.

This takes us to the second part which is the elemental strengths and weaknesses¹⁶.

1. When you have an elemental advantage or ether is in effect to your favor,

$$\text{Elemental Damage} = \text{Randomized Damage} \times 1.20$$
2. When you're at an elemental disadvantage or ether is in effect to your opponent's favor,

$$\text{Elemental Damage} = \text{Randomized Damage} \times 0.85$$

The final damage is calculated by factoring in the critical damage and this is determined by the leader skills¹⁷ selected.

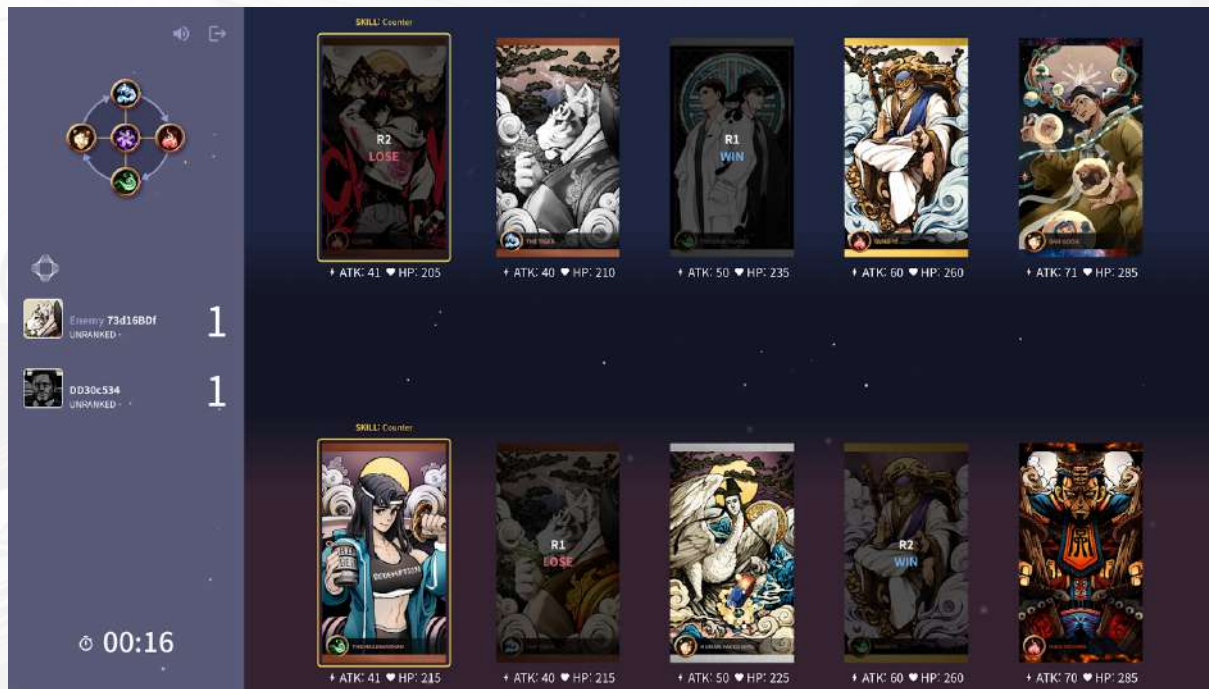
¹⁶ Page 32.

¹⁷ Page 34.

$$\text{Final Damage} = \text{Elemental Damage} \times 2.0$$

Once the final damage is calculated, the opponent's HP will be lowered by that amount. The cards take turns attacking until one card's HP reaches 0, at which point, the card with any HP left will win the round.

Once a winner and a loser of each round is determined, those cards will not be able to participate in subsequent rounds. All cards can only participate in 1 round each which is why it's crucial to strategically match your cards that hold an advantage against your opponent's card or have your opponent waste a strong card against your weakest card.



Cards that have already been used are faded out.

A match consists of 5 rounds and whoever is the first to win 3 rounds is the final winner of the match.

Depending on the game mode, the winner of the match is rewarded with Rewards and/or Karma Points. Detailed explanations of different game modes can be found in the following pages.

2. “Normal Mode”

Normal Mode is the standard type of gameplay in SYLTARE. Players don't need to own any NFT cards nor any SYLTokens to play.

Players don't need to sign up and only a metamask¹⁸ wallet is required to log in. Winning in Normal Mode grants players points but losing will result in loss of points. These points determine a player's tier ranging from Master, the highest tier, to Silver, the lowest tier. The tiers are divided as follows.

Silver	Gold	Platinum	Master
30%	45%	20%	5%

Silver makes up 30% of the entire player pool while gold makes up 45%, platinum 20% and Master 5%.

These tiers also determine how many points are earned or lost depending on the result of each match.

Tier	Points Earned (Match Won)	Points Lost (Match Lost)
Master	20 points	20 points
Platinum	20 points	20 points
Gold	20 points	10 points
Silver	20 points	10 points

When players in each tier faces off against players from a different tier, the points gained and lost are as follows.

Situation	Points Earned (Match Won)	Points Lost (Match Lost)
vs. Higher Tier	30 points	10 points
vs. Lower Tier	20 points	20 points

Points are accumulated over a season which lasts for a month. Players will start a new season with a set of points depending on their last season's tier.

Master	Platinum	Gold	Silver
320 points	220 points	170 points	120 points

¹⁸ More wallets will be supported in the future.

Players in Normal Mode will be matched with another player with the same deck pattern. This means that if you are dealt 2 commons 2 rares and 1 legendary card, your opponent will also have 2 commons 2 rares and 1 legendary card.

There are 3 different deck patterns used in Normal Mode and they are as follows.

Pattern A	Common	Rare	Rare	Super Rare	Legendary
Pattern B	Common	Common	Rare	Rare	Legendary
Pattern C	Common	Common	Rare	Super Rare	Super Rare

Players will be randomly dealt 1 of the 3 deck patterns when entering a match.

A player also has the option of using up to 2 cards that they own¹⁹ rather than renting all the cards.

Rewards and Karma points are air dropped every 24 hours according to the points and tiers of each player and details can be found on page 52.

¹⁹ Upon data collected through simulations, a well pre-made deck of 5 cards had a winning rate of 85% against a random deck. The 2 card limit was set in place to prevent the collapse of in-game balance.

3. “Sit & Go Mode”

Sit & Go Mode matches winners of each match with other winners until there's one player standing. Losing one match in a Sit & Go will result in your elimination.

Unlike Normal Mode, there are no tiers nor points but only wins and losses. Players will also use made-for-Sit & Go cards²⁰ as opposed to Normal Mode which uses 10,000 NFT SYLTARE cards.

Made-for-Sit & Go cards are adjusted versions of the 10,000 SYLTARE NFT cards that have a narrower range of stats. Sit & Go cards will be given 1 of 4 health points and 1 of 3 attack points per rarity. Also, there are no ether element cards in Sit & Go.

Stats for Sit & Go cards per rarity are as follows.

1. Attack and Health Points for Common Sit & Go Cards

Attack Points	Quantity
39	779
40	3,397
41	775

Health Points	Quantity
205	624
210	1,970
215	1,847
220	510

2. Attack and Health Points for Rare Sit & Go Cards

Attack Points	Quantity
49	561
50	2,450
51	556

²⁰ NFT Cards have stats that overlap between tiers. For instance, a common card with the highest attack point will have one higher than a rare card with the lowest attack point. Made-for-Sit & Go cards have adjusted stats in order to make Sit & Go more skill-oriented.

Health Points	Quantity
225	439
230	1,432
235	1,334
240	362

3. Attack and Health Points for Super Rare Sit & Go Cards

Attack Points	Quantity
59	188
60	815
61	185

Health Points	Quantity
245	148
250	476
255	443
260	121

4. Attack and Health Points for Legendary Sit & Go Cards

Attack Points	Quantity
69	34
70	125
71	37

Health Points	Quantity
285	24
290	80
295	72

300	20
-----	----

Elements and Skills for Sit & Go cards per rarity are as follows.

1. Elements and Skills for Common Sit & Go Cards

Element	Quantity
Water	1,610
Fire	1,230
Wind	1,111
Earth	1,000

Skill	Quantity
Clinch	1,987
Genius	1,359
Counter	1,105
Shield	500

2. Elements and Skills for Rare Sit & Go Cards

Element	Quantity
Water	1,160
Fire	886
Wind	800
Earth	720

Skill	Quantity
Clinch	1,489
Genius	923
Counter	790
Shield	365

3. Elements and Skills for Super Rare Sit & Go Cards

Element	Quantity
Water	386
Fire	295
Wind	267
Earth	240

Skill	Quantity
Clinch	490
Genius	292
Counter	286
Shield	120

4. Elements and Skills for Legendary Sit & Go Cards

Element	Quantity
Water	63
Fire	49
Wind	44
Earth	40

Skill	Quantity
Clinch	50
Genius	50
Counter	47
Shield	49

Sit & Gos are played with 2 common cards, 1 rare card, 1 super rare card and 1 legendary card and top finishers are rewarded and the details can be found on page 52.



4. “Tournament” Mode

Tournaments are very similar to Sit & Go mode; however, Sit & Gos will hold between 2 to 16 players. Tournaments will hold a large number of players and will be organized, big events as opposed to Sit & Gos which will always automatically begin as soon as the player cap is reached.

5. Future Developments

LIKELION PTE. LTD. the company based in Singapore responsible for developing SYLTARE is a subsidiary to LIKELION a company based in Delaware, USA. LIKELION is an IT education company with vast experience in hosting large-scale hackathons.

LIKELION is also currently providing blockchain development classes that have been hugely popular. As soon as the game described in this Whitepaper is stabilized, hackathons will be held to kick-off the development of 2nd and 3rd consecutive NFT card games.

This will be a huge asset we will utilize to create many games that utilizes the First Stroke and Second Stroke NFT cards.



LIKELION HACKATHONS hold around 1,000 participants

SYLTARE TEAM



DEVELOPMENT Duhee Lee

Seoul National University Computer Science Bachelors, Masters graduate and PhD (Did not complete).
2013 ~ Current LIKELION CEO



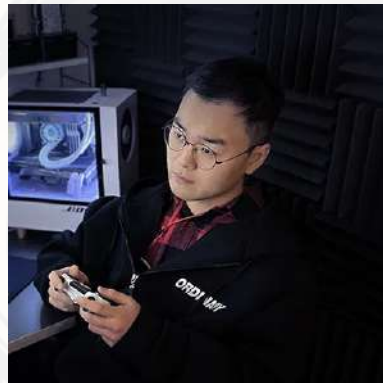
STRATEGY Youhyun Kim

University of Illinois Urbana-Champaign, Computer Science (Did not complete)
Ex Professional Poker Player



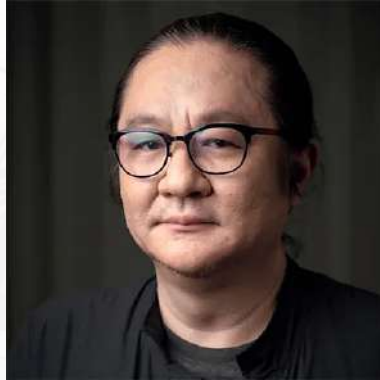
CREATIVE DIRECTOR Jongbeom Lee

Yonsei University Psychology Bachelors
Creator of Webcomics 'Doctor Frost'



ART DIRECTOR Kibum Kim

Korean Illustrator



WRITER Jongwoo Won
Korean Storyteller



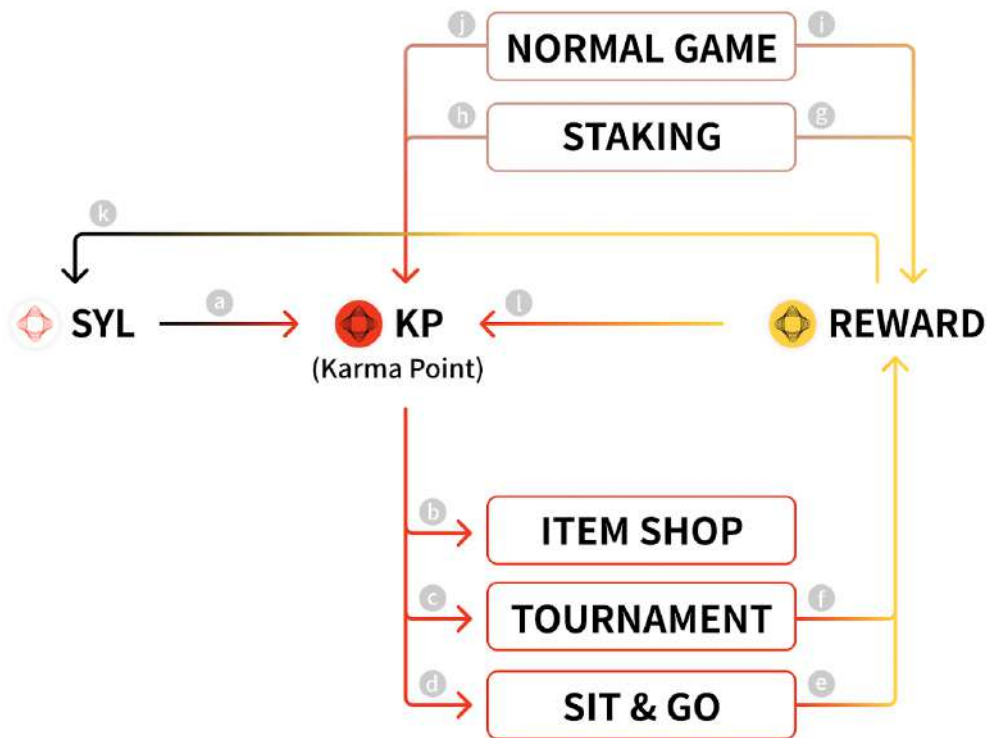
GAME DIRECTOR Jinho Hong
Ex Professional Gamer
Professional Poker Player



ADVISOR Guillaume Patry
Ex Professional Gamer

SYLTARE Tokenomics

1. Introduction to SYL Tokenomics



The in-game currency that the game is centered around is “Karma Points”.

Karma Points can be earned by a) swapping SYLTokens for them and they can be used to buy b) in-game items, participate in c) tournaments or d) Sit & Gos.

Other than swapping **SYLTokens** for them, Karma Points can be earned by j) playing in Normal mode or by h) staking NFT cards.

Players can also earn Reward points by playing tournaments or Sit & Gos or even playing in Normal Mode and staking NFT cards. These Reward points can always be swapped for SYLTokens at a 1:1 ratio²¹.

²¹ In order to prevent mass selling, there will be a cap on the amount that can be swapped per day in accordance with many of the other exchanges.

2. Normal Mode Tokenomics

Players in Normal Mode will be divided into tiers if 24 hours have passed since the start of a new season and if the player has played at least 22 matches. Once a player has been given a tier, he or she is eligible to receive rewards according to the SYLTARE Tokenomics. Once again, no rewards will be given to any players during the first 24 hours into a season and a player who hasn't played in 22 matches will not be eligible for rewards.

Rewards are distributed every 24 hours in Normal Mode and the amount will be determined through governance²².

Players share their profits with the owners of the staked NFT cards they have used and the ratio will also be determined through governance²³.

Players in Normal Mode will also receive a bonus multiplier depending on the tier they are placed in and this will directly affect the amount of rewards they receive.

Silver	Gold	Platinum	Master
Point x 1.0	Point x 1.5	Point x 1.8	Point x 2.0

For instance, a player in Gold tier with 1,000 points will receive 1,500 points worth of rewards and a player with 2,000 points in the Master tier will receive 4,000 points worth of rewards.

Rewards will be divided into Karma Points and Reward Points and the first season of SYLTARE will reward players in 50% Karma Points and 50% Reward Points. This is subject to change without notice for the first 8 seasons after which point, will be determined through governance.

²² LIKELION PTE LTD will decide this for the first 8 seasons.

²³ The ratio will also be determined by LIKELION PTE LTD.

3. Tournament and Sit & Go Tokenomics

Players can participate in tournaments and Sit & Gos with Karma Points.

15% of Karma Points players pay to participate will be used to burn SYLTokens and the remaining 85% will make up the prize pool for rewards.

Sit & Go payouts will be as follows and Tournament payouts will be similar but tailor made depending on the number of players participating. (Payout is shown in comparison to the buyin)

	2 Players	8 Players	16 Players
1st Place	170% (100%)	340% (50%)	476% (35%)
2nd Place	-	204% (30%)	285.6% (21%)
3 ~ 4th Place	-	68% (10%)	163.2% (12%)
5 ~ 8th Place	-	-	68% (5%)
9 ~ 16th Place	-	-	-

*Percentage of total prize pool in brackets.

A variety of buy-ins will be available from 0.1 to 100 syls. Sit & Gos will be readily available while tournaments will be organized and run by the company.

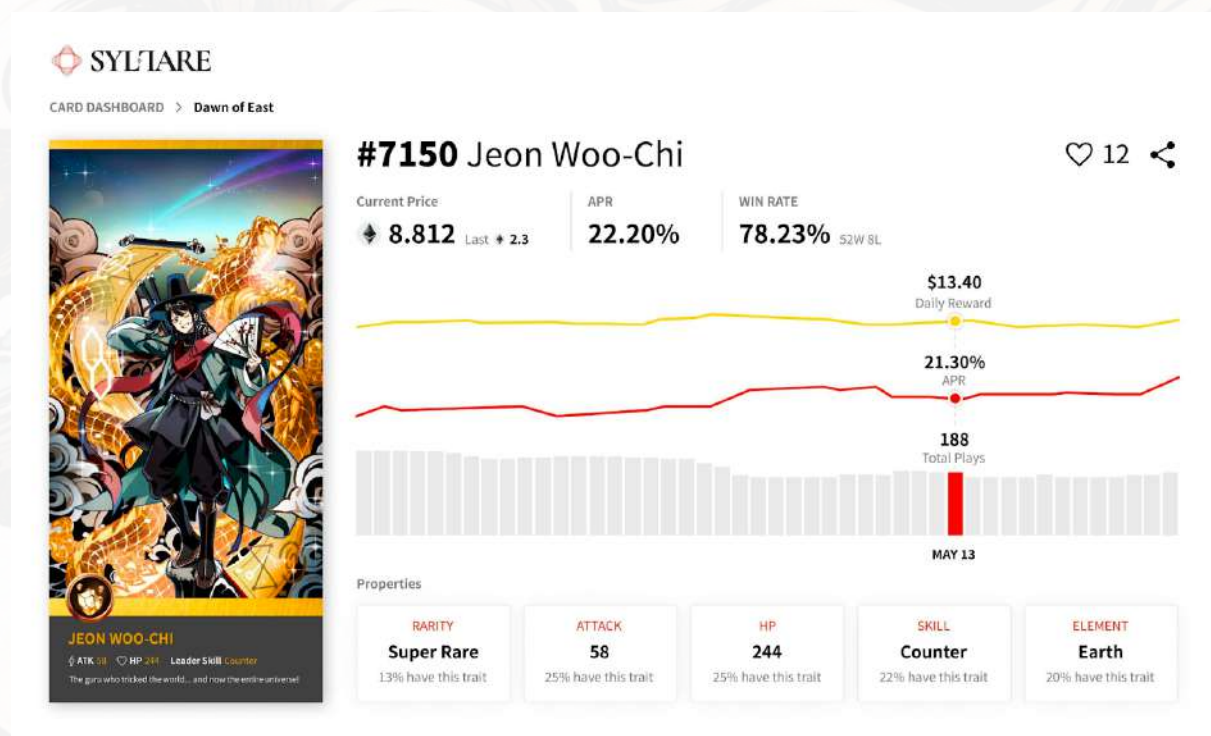
4. Staking Tokenomics

Those who purchased SYLTARE NFTs will not only be able to use them in the game but also be able to rent them to other players through staking.

Holders will be able to stake their cards through a designated page and these staked cards will be randomly rented out to players in Normal Mode.

When a player earns rewards by using a holder's card, the rewards are shared between the two according to a predetermined ratio. The process will be available for everyone to see in APR form at the NFT staking page on our website.

50% of these rewards earned through staking will be given out as reward points while the other half will be given out as Karma Points. This ratio is subject to change as LIKELION PTE LTD sees fit for the first 8 seasons as data is accumulated.



To stake an NFT card, 1 SYLToken is required which will immediately be burned upon staking. The minimum staking period is set at 14 days²⁴ after which, a holder can unstake their cards for a price of 10 SYLTokens.

Regardless of the amount of cards that are staked, the SYLToken in the staking pool is fixed. This means that if only half the cards are staked, the expected SYLToken return will be twice as much.

²⁴ The exact time might vary due to the block time discrepancies of the Ethereum blockchain.

5. SYLToken Tokenomics

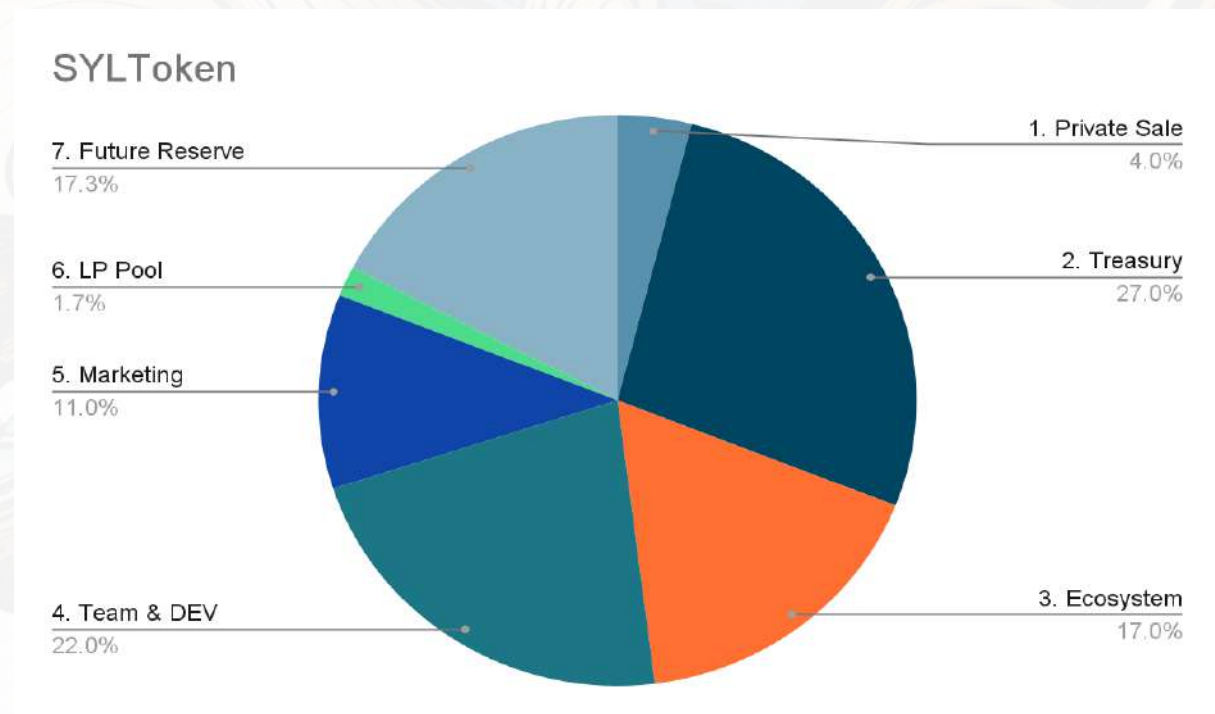
All tokens were distributed from the address

0x4D3d05A62276e9736b387a9b94FA7BBae5ca20c3 which is the initial distributor for both SYLTokens and SYLTARE NFTs.

100,000,000 SYLTokens will be released over 5 years and additional release is impossible on a contract level. If the max supply is to be increased after 5 years, a token migration must take place through a governance vote.

All unpaid tokens are locked-up by the blockchain smart contract, and all Lock-up contract source codes are disclosed in the etherscan web page of the contract.

SYLToken allocation is as follows.



1. Private Sale (4,000,000)

Private Sales indicate the amount that was sold to Mirae Asset Ventures, Wemade Tree, and Kakao Ventures. Release begins in April 2022 and 333,200 SYLs will be released every month until the pool is depleted.

Lock-up Contract Address : **0x7e4a90f5452ab77442f1b9656ee2b38d348823e5**

2. Treasury (27,000,000)

Treasury is the reward pool for players and NFT stakers. 747,900 SYLs will be distributed to players and stakers every month until the pool's depletion. Future Reserve may also be used as the Treasury if necessary.

Lock-up Contract Address : **0x7bd26798937cf17956bbb05291c5d705f385a483**

3. **Ecosystem (17,000,000)**

SYLTARE's First Stroke NFTs will be used for a variety of games. This pool will be used to host hackathons to bootstrap new developments. These will be used as hackathon rewards and ecosystem tokens for new products that are developed. 470,900 SYL tokens will be allocated to the wallet listed below every month until depletion. The tokens will be kept in the wallet until they're needed in which case, the community will be notified 2 weeks in advance.

Lock-up Contract Address : **0xf1cf01cc54bf67e6d7246765887347ba96c4d1fc**

4. **Team & Dev (22,000,000)**

This pool is allocated to LIKELION PTE. LTD, the company behind SYLTARE. The tokens in this pool will be used for the development of SYLTARE and NFT Marketplace. 385,000 SYL tokens will be released every month until depletion and the community will be notified 2 weeks in advance if these tokens are to be moved.

Lock-up Contract Address : **0x7621d3bb2b75bb6707f23dc79e804a6b9ecc8ed5**

5. **Marketing (11,000,000)**

This pool is designated to fund marketing activities for SYLTARE. 385,000 SYL tokens will be released every month for marketing purposes until depletion.

Lock-up Contract Address : **0x00818215ae894f8da60f68ab508d713e0f79f720**

*update v1.0.1 : 665,956.525 SYLs from this pool were moved to the following address prior to the launching of the game for GILSSAM and BINGO events as well as the CBT.
0xf6Dc0B84545fDcb1b851166cd2276D7a62787063*

6. **LP Pool (1,700,000)**

SYLTokens used to provide initial liquidity to decentralized exchanges (DEX) are in this wallet. All tokens in this wallet will be burned once enough volume and liquidity is reached in centralized exchanges (CEX).

Wallet Address : **0xc134C1A24a054154a997152668291654ee98850B**

7. **Future Reserve (17,300,000)**

Tokens in this pool serve no purpose as of yet. This pool will be reserved for any future necessities. 719,680 SYL tokens will be released starting February 2025 and they were put in place as a buffer for the Treasury but these tokens can be used for any purposes that work towards the success of this project. The community will be notified 2 weeks before this pool is put to use. This pool will not go towards the Team & Dev pool.

Lock-up Contract Address : **0x8bfd9c8d31e1f009e3bd17659595723cce4c688d**

DISCLAIMER

1. This Whitepaper can be modified without notice.
2. This Whitepaper was made to aid in the understanding of SYLTARE and holds no legal bindings.
3. LIKELION PTE. LTD. holds no responsibility regarding the content of this Whitepaper and does not guarantee the completeness of it either.
4. SYLTARE NFT and SYLTokens are not legal tenders and carries the risk of losing your initial investments.
5. SYLTokens are utility tokens used in the game SYLTARE and should not be considered stocks.
6. LIKELION PTE. LTD. is not responsible for the loss of an individual's private key.
7. LIKELION PTE. LTD. is a software company charged with developing games by the governance system.